



TAMPA BAY BUCCANEERS

OFFENSIVE PLAYBOOK

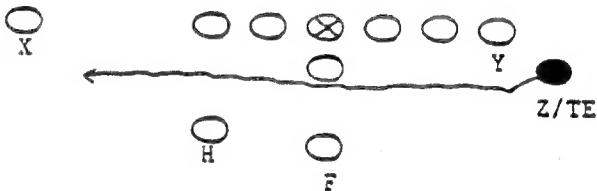
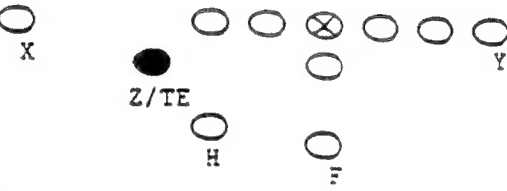
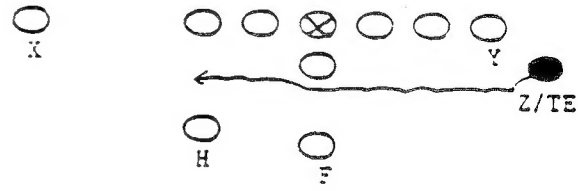
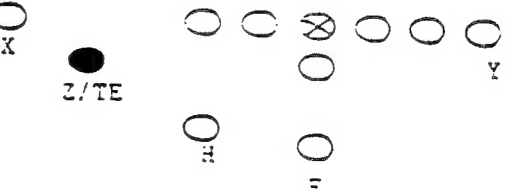
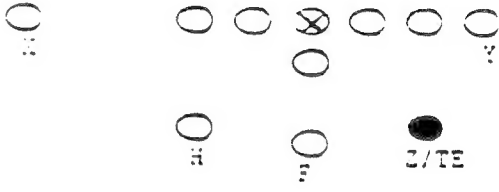
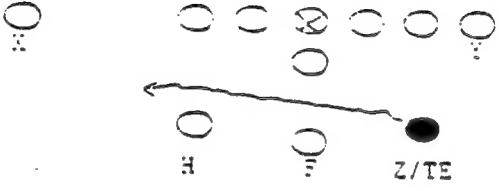
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HOW WE CALL A PLAY

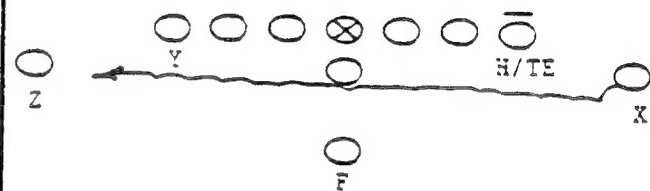
<u>RUN</u>		<u>PASS</u>
PRO	----- BACKS -----	DOUBLE
RIGHT	----- TIGHT END -----	LEFT
FLIP	----- WIDE RECEIVER -----	
Z RIGHT	----- MOTION -----	HUM LEFT
17	----- SERIES/HOLE/PROTECTION -----	77
CALL	----- BLOCKING SCHEME/TAG -----	DRAG HOOK
ON 2	----- SNAP COUNT -----	100
	----- CENTER LEAVES -----	
ON 2	----- REPEAT SNAP COUNT -----	100
READY...	----- PREPARE -----	READY...
BREAK (CLAP)	----- BREAK HUDDLE -----	BREAK (CLAP)

(APPROACH L.O.S. IN BUSINESS LIKE, DETERMINED MANNER).

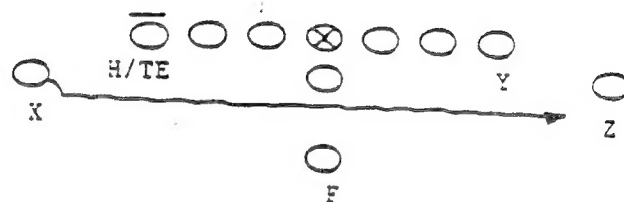
(W) REPLACES Z - ASSUMES Z ASSIGNMENTS

Examples of (W) -	TE replaces Z
 <p>Pro Rt Close "Ron" Lt</p>	 <p>Pro Rt Zip</p>
 <p>Pro Rt Zipper Note: Player's Name can also be used</p>	 <p>Pro Rt Flip</p>
 <p>Pro Rt Z Back</p>	 <p>Pro Rt Zoom Lt Note: Player's Name can also be used</p>

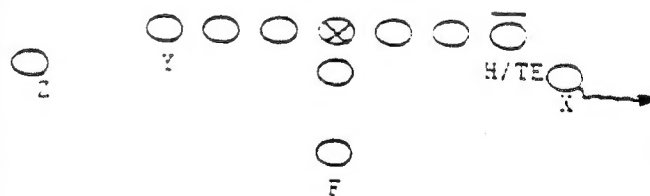
MOTION
X MOTION



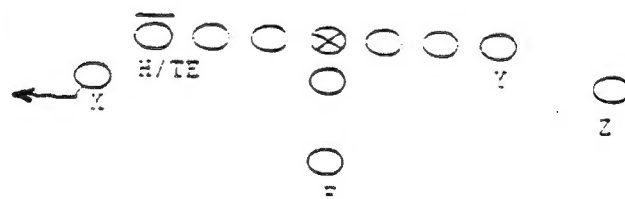
Dbl Lt X Lt



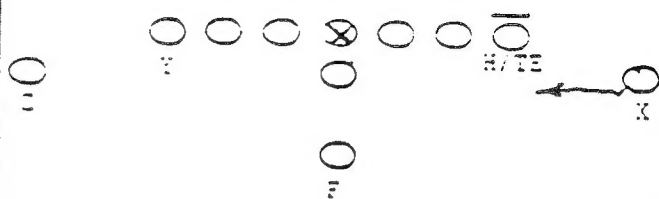
Dbl Rt X Rt



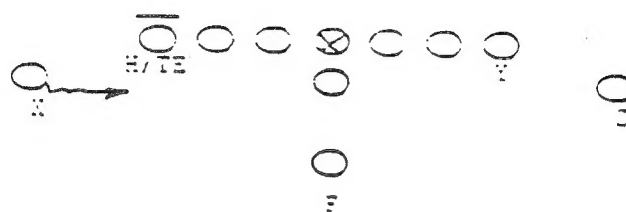
Dbl Lt X Away



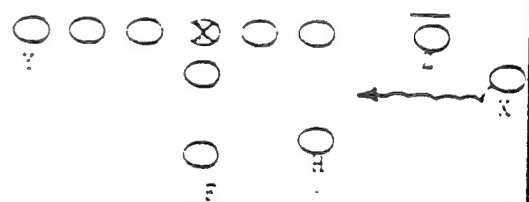
Dbl Rt X Away



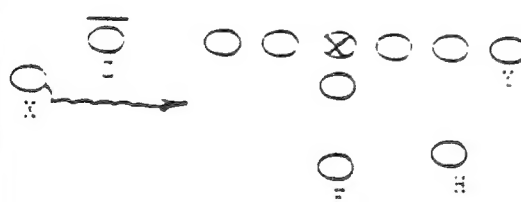
Dbl Lt X Short



Dbl Rt X Short



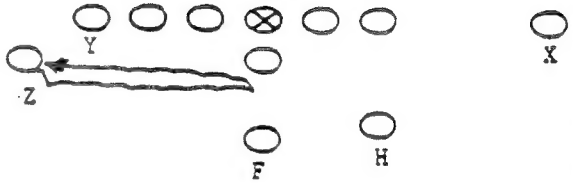
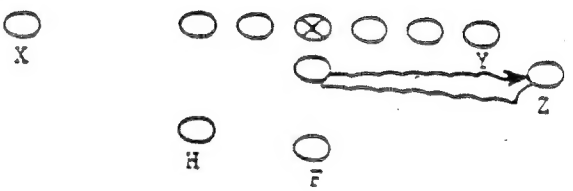
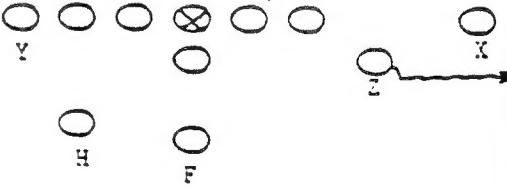
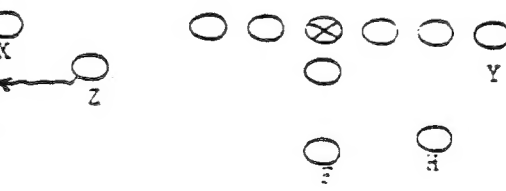
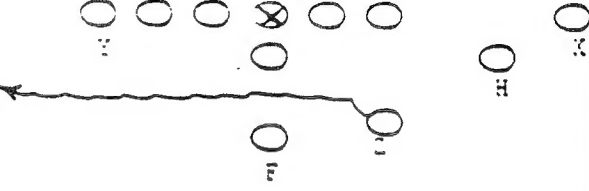
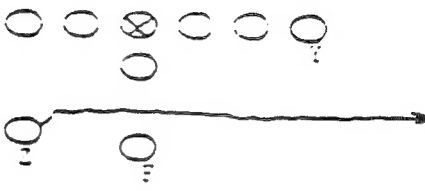
Pro Lt Flip X Short



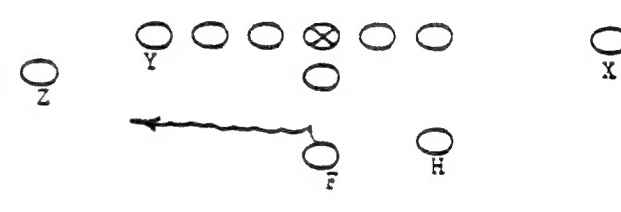
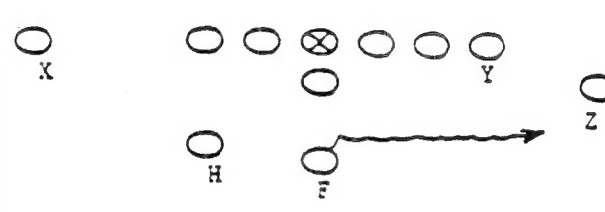
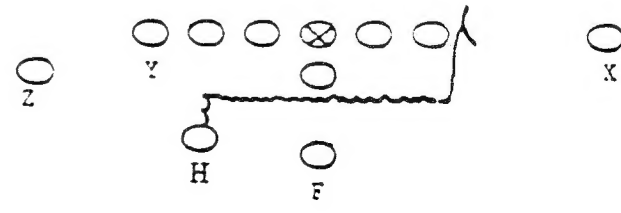
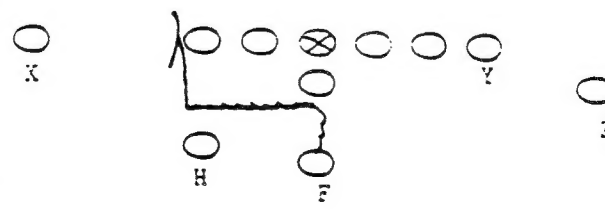
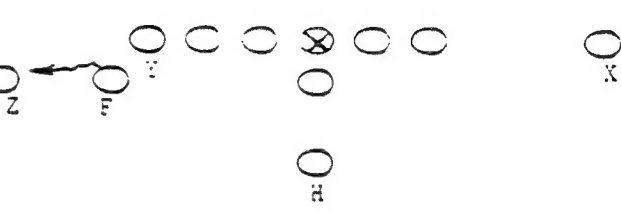
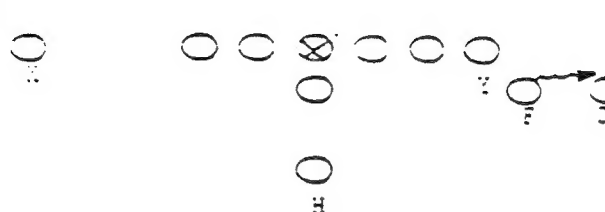
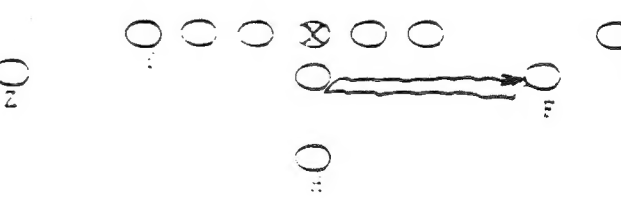
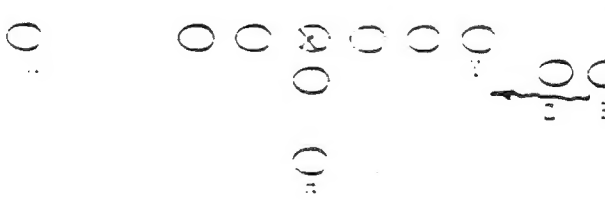
Strong Rt Flip X Short

MOTION

Z MOTION (Cont)

 <p>Pro Lt Z Return</p>	 <p>Pro Rt Z Return</p>
 <p>Strong Lt Flip Z Away</p>	 <p>Strong Rt Flip Z Away</p>
 <p>Dbl Wing Lt Zoom Lt (Zoom-From backfield position)</p>	 <p>Dbl Wing Rt Zoom Rt (Zoom-From backfield position)</p>

MOTION
FB MOTION

 <p>Pro Lt Fly Lt</p>	 <p>Pro Rt Fly Rt</p>
 <p>Strong Lt Hum Cutter</p>	 <p>Pro Rt FB Cutter</p>
 <p>Trips Lt Chg Fly Away</p>	 <p>Trips Rt Chg Fly Away</p>
 <p>Dbl Wing Lt Chg Fly Return</p>	 <p>Trips Rt Outside Chg Fly Short</p>

MOTION: GENERAL TERMS

Left
Right
Short
Away
Return

ADDITIONAL MOTION

Cutter = HB or HB Substitute Motion to Zip area.
(If "F" Cutter, name will be called)

Zipper = Z or Z Substitute Motion to Zip area

Zoom = Z from Backfield Position

MOTION BEGINNINGS

Motion's always starts in formation called.

Exeception: Y position on Rt or Lt

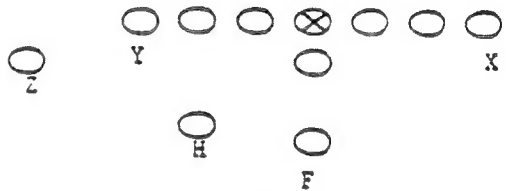
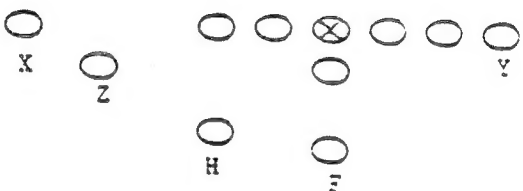
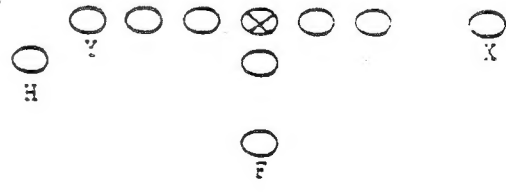
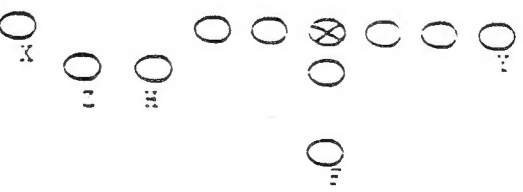
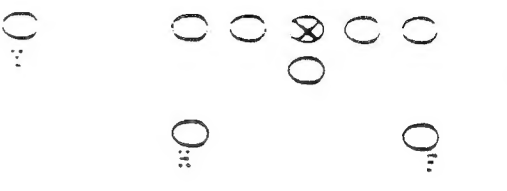
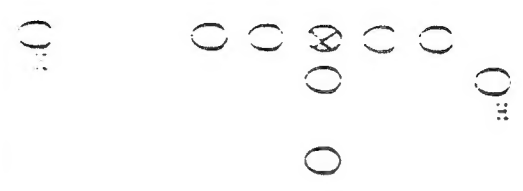
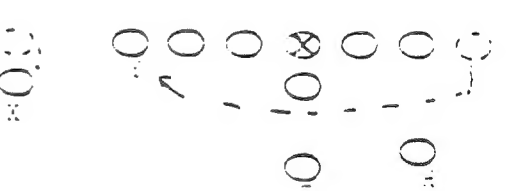
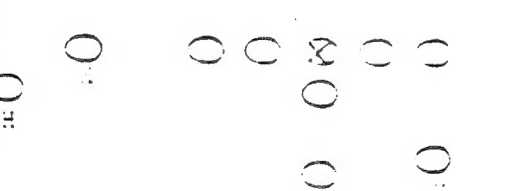
DESIGNATION OF PLAYER

Z	-	Flanker Moves
X	-	Split End Moves
Hum	-	HB Moves
Fly	-	FB Moves
Y	-	TE Moves
"Name"	-	Personnel Substitutions Move

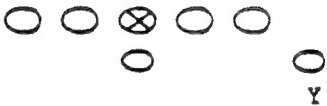
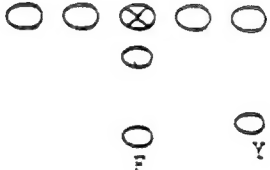
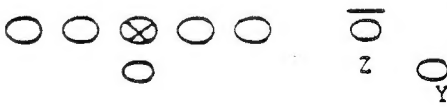


Example: Eagle = WR/for TE
Tiger = TE replaces HB

FORMATIONS

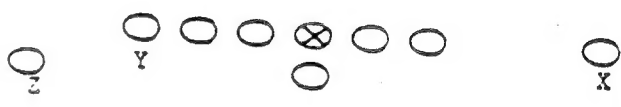
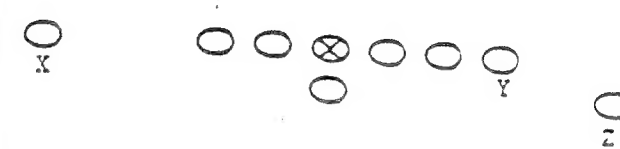
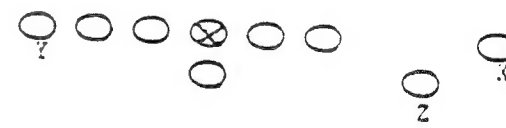

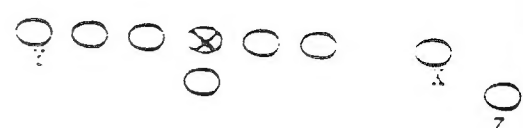

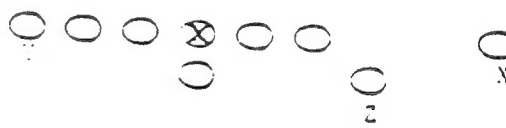

EXAMPLES

 <p>Strong Lt Tight</p>	 <p>Pro Rt Flip</p>
 <p>Trips Lt Flop</p>	 <p>Double Rt Flip</p>
 <p>Split Lt Chg Flip Open</p>	 <p>Trips Rt Y Outside</p>
 <p>Y Shift to Pro Lt Switch</p>	 <p>Far Dbl Wing Rt Y Back</p>

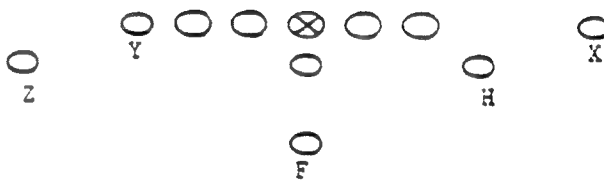
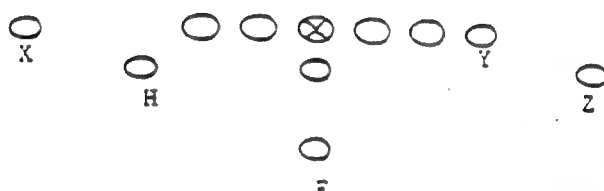
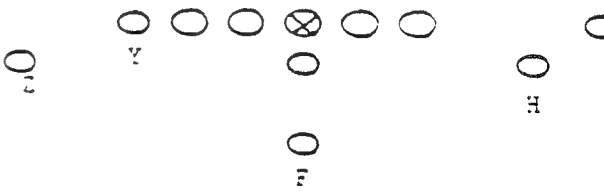
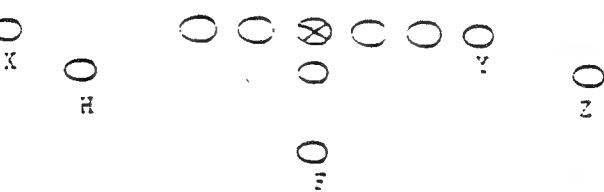
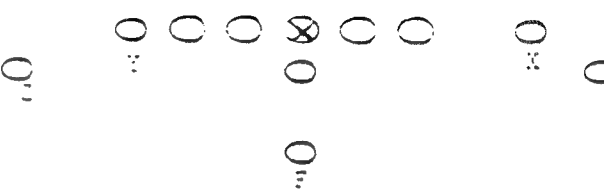
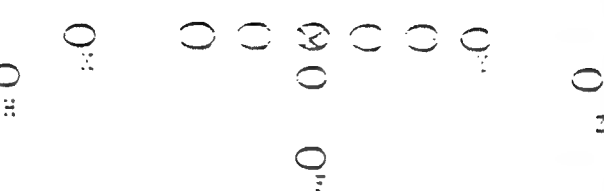
FORMATIONS
Y POSITIONS

 <p>Y Deep</p>	 <p>Y Back</p>
 <p>Y Outside</p>	 <p>Open</p>
 <p>Y Shift To...</p>	

FORMATIONS WIDE RECEIVER POSITIONS

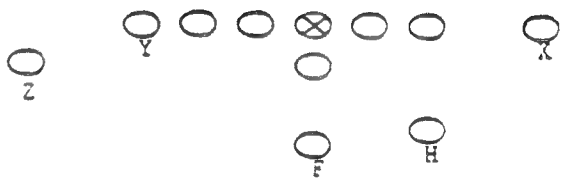
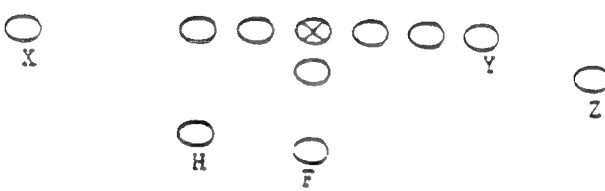
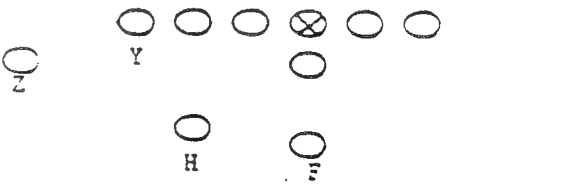
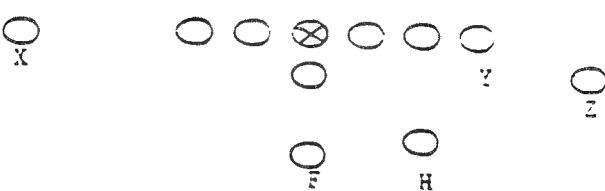
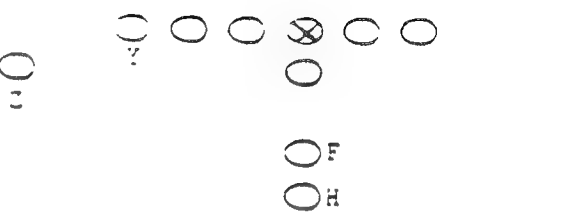
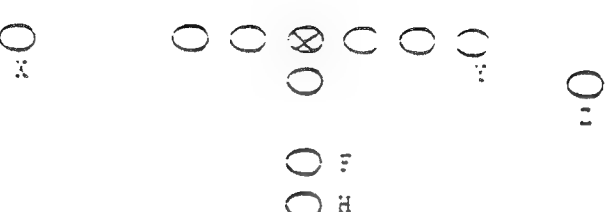
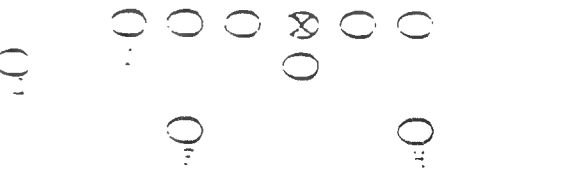
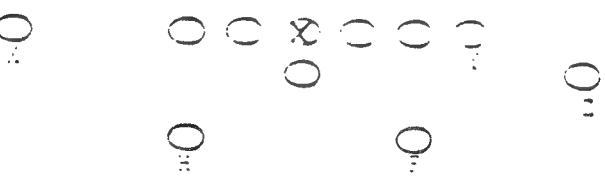
 <p style="text-align: center;">_____ Lt</p>	 <p style="text-align: center;">_____ Rt</p>
 <p style="text-align: center;">_____ Lt Flip</p>	 <p style="text-align: center;">_____ Rt Flip</p>
 <p style="text-align: center;">_____ Lt Flop</p>	 <p style="text-align: center;">_____ Rt Flop</p>
 <p style="text-align: center;">_____ Lt Zip</p>	 <p style="text-align: center;">_____ Rt Zip</p>

FORMATIONS
"D" FORMATIONS

 <p>Dbl Lt</p>	 <p>Dbl Rt</p>
 <p>Dbl Wing Lt</p>	 <p>Dbl Wing Rt</p>
 <p>Far Dbl Wing Lt</p>	 <p>Far Dbl Wing Rt</p>

FORMATIONS

BASIC BACKFIELD ALIGNMENT

 <p>Pro Lt</p>	 <p>Pro Rt</p>
 <p>Strong Lt</p>	 <p>Strong Rt</p>
 <p>I Lt</p>	 <p>I Rt</p>
 <p>Split Lt</p>	 <p>Split Rt</p>

BASIC PERSONNEL SUBSTITUTIONS

ZEBRA	WR replaces RB	One Fist Up
EAGLE	WR replaces TE	Three Fingers
TIGER	TE replaces the HB	Thumb Up
PANTHER	TE replaces the FB	Two Claws Up
U	TE replaces X	Two Fingers Up
Y	TE's replace both WR's	One V Signal
W	TE replaces Z	W Sign
JET	RB replaces FB	Arms extended Back
CADILLAC	FB replaces HB	Driving Motion
ZEBRA/EAG	WR's in for TE and HB	Fist/Three
SPREAD	WR in for TE & FB	4 Fingers
WE-BE'S	Cadillac + W + O Line replaces X & Y	Popeye Arms

E. AUDIBLE SYSTEM

Audibles will be initiated by the QB at the L.O.S., through the use of repeating the snap count, followed by the numbers of the new play. All audibles will be snapped on original snap count.

Example: QB in Huddle - "Pro Rt 17 call on 2 - on 2 - Ready Break"

QB at L.O.S. - "2-78 2-78, 34, Set, Hut, Hut"

*NOTE: Original Play - 17 call -- Has been changed to 78X Hook -- By repeating the snap count Two (2) that was designated in the huddle.

F. CHECK WITH ME

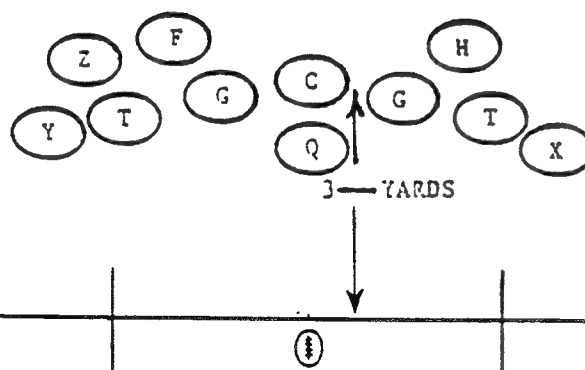
Audibles may be initiated in the huddle when the QB substitutes "Check With Me" for a play call.

Examples of Alternate "Check With Me" calls:

1. QB in huddle - "Pro Rt Check With Me on 2 - on 2 - Ready Break"
QB at L.O.S. - "28 Grace 28 Grace 200, 200 34, Set, Hut, Hut"
2. QB in huddle - "Pro Rt 17 call or 16 Zeus Color Check with on one, On one - Ready, Break"
(Orange = Rt / Yellow = Lt)
QB at L.O.S. - "Orange, Orange" (16 Zeus) Monday, Monday 34 - Set - Hut
3. QB in huddle - "Pro Rt 17 Call or ---- 78 X Hook Check with Me on One, On one - Ready, Break"
QB at L.O.S. - "78 Fish, 78 Fish, 32₁, 32₁, 34, Set, Hut
4. QB in huddle - "Firm", this is a firm call, Pro Rt 52 on one. On one - Ready, Break"
QB at L.O.S. - "4 76 Drunk, 4 76 Drunk, 100, 100, 34 - Set - Hut"
Play Run is 52 since "Firm" called in huddle makes everything called at line dummy.

THE HUDDLE-FORMATION-CADENCE-PROCEDURE

BUC'S HUDDLE



A. FORMING & BREAKING THE HUDDLE

1. Center always sets up huddle three yards from ball. Set up quickly.
2. Huddle alignment is that of "Split Right Tight Close" formations. This enables QB to get the team in the "Set Alert" mode quickly while still having the convenience of a huddle. (Offensive line is always responsible to watch for substitutions & alert QB).
3. Front row, hands on knees: Back row, hands on hips.
4. Quarterback has complete control of huddle.
5. You will receive the following information in the huddle.

a) formation	d) pass pattern
b) play	e) snap count
c) blocking	f) repeat snap count
6. "READY, BREAK" is the signal to leave the huddle -- clap hands on Break -- Lineman go directly to L.O.S. quickly. (Center leaves after 1st snap count is given)
7. The alignment and the break of the huddle reflects the attitude of each man and the team - KEEP HUDDLE SHARP.

PASS-CODE WORDS (cont.)

- 28. Sally = Quick Screen Lt.
- 29. Rose = Quick Screen Rt.
- 30. Roy = Slow Screen Rt.
- 31. Lou = Slow Screen Lt.
- 32. Digger = Dig
- 33. Okie = Out
- 34. Comebabe = Comeback
- 35. Billboard = Post
- 36. Caliber = Pivot
- 37. Score = Slant
- 38. Dancer = Go
- 39. Doggie = Deep Out @ 20 yds
- 40. Sammy = Sideline
- 41. Cobra = Corner
- 42. Trailer = Hitch
- 43. Pastry = Donut
- 44. Delaware = Delay
- 45. Stutter = Hesitate
- 46. Doctor, Soda = Pepper
- 47. Rudolph = Dash
- 48. Sender = Return Pass
- 49. Bekins = Mayflower
- 50. Sprinter = Sprint
- 51. Puppy = 14 yd doggie
- 52. Wacko = Waggle

PASS-CODE WORDS

1. East = "60"
2. Eastern = "62"
3. West = "61"
4. Western = "63"
5. Jersey = "76"
6. L.A. = "77"
7. Exxon = "X"
8. Yankee = "Y"
9. Zebra = "Z"
10. Stroke, Bogie, Birdie = 5 yd. hitch
11. Fish, Bass = "X" Hook
12. Drunk, Boozer = Drag Hook
13. Dragon = Drag Slant
14. Yogi = "Y" Option
15. Xerox = "X" Option
16. Exit = "X" Shallow Cross
17. Hum Exit = HB Shallow Cross
18. Flasher = Z Shallow Cross
19. Yank It = Y Shallow Cross
20. Drape = Drag Post
21. Flapjack, Pancake = Flat
22. Buck, Dollar = Buck Naked
23. Zulu = Z In
24. K.C., Marty = Keeper
25. Slasher = Slant Hitch
26. Diner = Dover
27. Bandit = Bend-In

RUN - CODE WORDS (cont.)

- 28. Can = Count on 3
- 29. Do It = Count on 4
- 30. Turbo, Booster = Power
- 31. Wylie = Bob

RUN - CODE WORDS

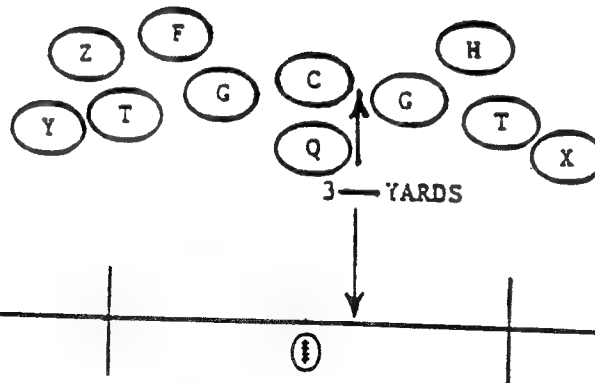
1. Colt, Cowboy, Cleaver = 16-17
2. Pirate, Popeye, Sailor, Navy = 18-19
3. Brave, Indian = 14-15
4. Raider = 28-29
5. Topper, Kitchen = 36-37 Ctr.
6. Bruce, Hugh = Boss
7. Painter, Picasso = Draw
8. Tom = Guard Trap
9. Tommy = Tackle Trap
10. Bra = Boss Extra
11. Mix = Mike Extra
12. Mongo = M
13. Kelly = Grace
14. Cleveland = QB Sneak
15. Quail = QB Draw
16. Zorro = Fake Reverse
17. Rewind = Reverse
18. Tits = Toss
19. Escort = Lead
20. Freddie = Flip 8-9
21. Yard, Spine = Back
22. Bell = Call
23. Hammer = Dive
24. Booger, Slug = Wham
25. Even, Orange, Dexter, Trigger, 22, 44, 88, = Right
26. Odd, Black, Manley, Bullit, 33, 55, 99 = Left
27. Bo = Count on 2

RIGHT
ORANGE
DEXTER
TRIGGER
EVEN

LEFT
BLACK
MANLEY
BULLET

THE HUDDLE-FORMATION-CADENCE-PROCEDURE

BUC'S HUDDLE



A. FORMING & BREAKING THE HUDDLE

1. Center always sets up huddle three yards from ball. Set up quickly.
2. Huddle alignment is that of "Split Right Tight Close" formations. This enables QB to get the team in the "Set Alert" mode quickly while still having the convenience of a huddle. (Offensive line is always responsible to watch for substitutions & alert QB).
3. Front row, hands on knees: Back row, hands on hips.
4. Quarterback has complete control of huddle.
5. You will receive the following information in the huddle.
 - a) formation
 - b) play
 - c) blocking
 - d) pass pattern
 - e) snap count
 - f) repeat snap count
6. "READY, BREAK" is the signal to leave the huddle -- clap hands on Break -- Lineman go directly to L.O.S. quickly. (Center leaves after 1st snap count is given)
7. The alignment and the break of the huddle reflects the attitude of each man and the team - KEEP HUDDLE SHARP.

B. FORMATION PROCEDURE

1. The team will always come out of the huddle in a predetermined formation, offensive line in a two point stance (elbows on thighs, TB - hands on thighs). Everyone else in a ready position, unless the quarterback designates otherwise. (Sonar)
 - a) Anytime play is call on "SET", linemen will come from huddle directly to a two point stance (elbows on thighs) and run play from this position.
 - b) If play is called on one, two, or three, linemen shift to three point stance on SET.
 - c) If quarterback has prefixed the snap count with "DOWN" we will set up directly from huddle in the formation called, with linemen in a three point stance.
 - d) If quarterback has prefixed the snap count with "UP", we will set up quickly from huddle in formation called, with linemen in a two point stance.

C. CADENCE PROCEDURE

1. If the quarterback calls a play on one, two, or three, his procedure at L.O.S. will be as follows:

Front --- Set --- Hut, Hut --- Hut

* Note: There will be a slight pause between the second and third hut. Non-Rhythmical count.

D. NORMAL SNAP COUNTS

Sound	
Set	_____
One	_____
Two	_____
Three	_____
Four	_____

ALTERNATIVE SNAP COUNTS

Sonar	
700	Saturday
100	- - 1
200	Standard - - 2 BO
300	- - 3 CAN
400	- - 4 DO IT

E. AUDIBLE SYSTEM

Audibles will be initiated by the QB at the L.O.S., through the use of repeating the snap count, followed by the numbers of the new play. All audibles will be snapped on original snap count.

Example: QB in Huddle - "Pro Rt 17 call on 2 - on 2 - Ready Break"

QB at L.O.S. - "2-78 2-78, 34, Set, Hut, Hut"

*NOTE: Original Play - 17 call -- Has been changed to 78X Hook -- By repeating the snap count Two (2) that was designated in the huddle.

F. CHECK WITH ME

Audibles may be initiated in the huddle when the QB substitutes "Check With Me" for a play call.

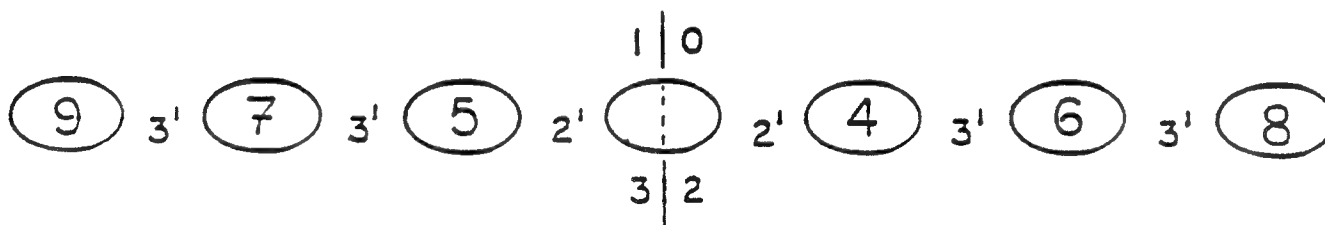
Examples of Alternate "Check With Me" calls:

1. QB in huddle - "Pro Rt Check With Me on 2 - on 2 - Ready Break"
QB at L.O.S. - "28 Grace 28 Grace 200, 200 34, Set, Hut, Hut"
2. QB in huddle - "Pro Rt 17 call or 16 Zeus Color Check with on one, On one - Ready, Break"
(Orange = Rt / Yellow = Lt)
QB at L.O.S. - "Orange, Orange" (16 Zeus) 121, 121 34 - Set - Hut
3. QB in huddle - "Pro Rt 17 Call or ---- 78 X Hook Check with Me on One, On one - Ready, Break"
QB at L.O.S. - "78 Fish, 78 Fish, 321, 321, 34, Set, Hut"
4. QB in huddle - "Firm", this is a firm call, Pro Rt 52 on one. On one - Ready, Break"
QB at L.O.S. - "4 76 Drunk, 4 76 Drunk, 100, 100, 34 - Set - Hut"
Play Run is 52 since "Firm" called in huddle makes everything called at line dummy.

HOLE NUMBERING AND LINE SPACING

Each lineman is given a number with the linemen on the right side of center having even numbers and the linemen on the left side of center having odd numbers. The center is assigned two sets of numbers (0-1) - (2-3) so that we may run two sets of plays over this position. The spacing of linemen will vary with the design of the play.

The following is an example of normal line spacing:



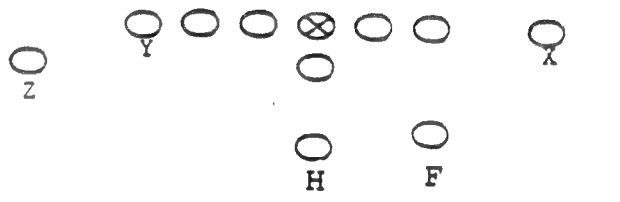
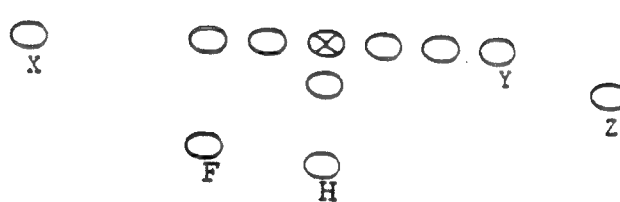
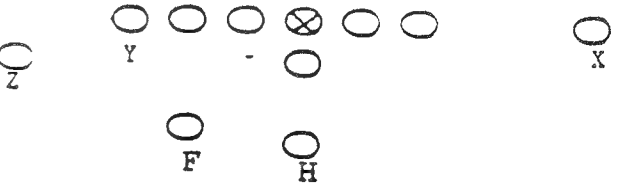
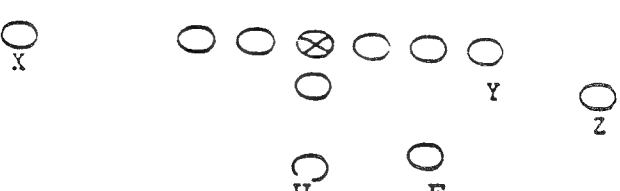
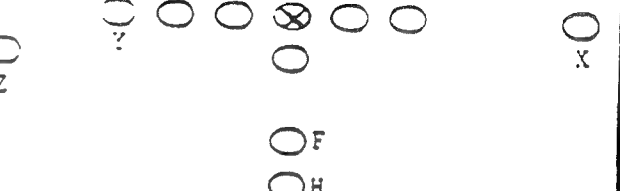
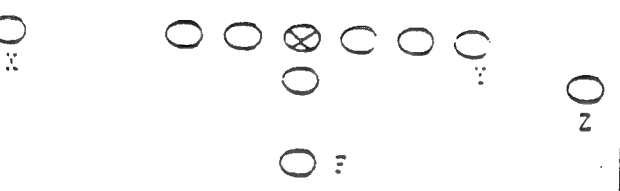
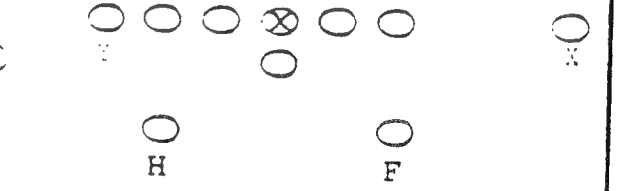
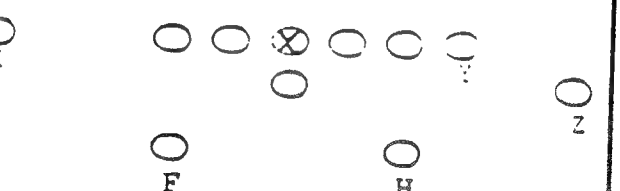
The position of the tight end (Y) determines the strength of the formation. This position is determined by the descriptive word right - left. The side opposite Y is the weak-side. The outside end on the strong-side is called the flanker (Z). The outside end on the weak-side is called the split end (X). Unless otherwise indicated, Y is on the L.O.S. to right or left call, so the flanker must be one yard off the L.O.S. to the right or left call.

BASIC PERSONNEL SUBSTITUTIONS

ZEBRA	WR replaces RB	One Fist Up
EAGLE	WR replaces TE	Three Fingers
TIGER	TE replaces the HB	Claw
PANTHER	TE replaces the FB	Thumb Up
U	TE replaces X	Two Fingers Up
Y	TE's replace both WR's	One V Signal
W	TE replaces Z	W Sign
CADILLAC	FB replaces HB	Driving Motion
ZEBRA/EAG	WR's in for TE and HB	Fist/Three
SPREAD	WR in for TE & FB	4 Fingers
WE-BE'S	Cadillac + W + O Line replaces X & Y	Popeye Arms

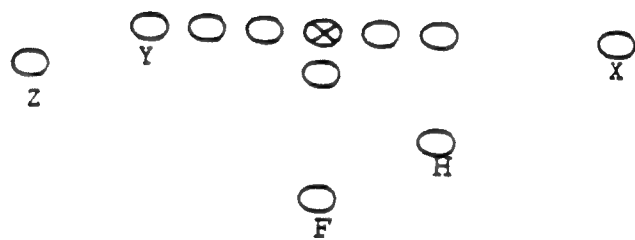
FORMATIONS

BASIC BACKFIELD ALIGNMENT

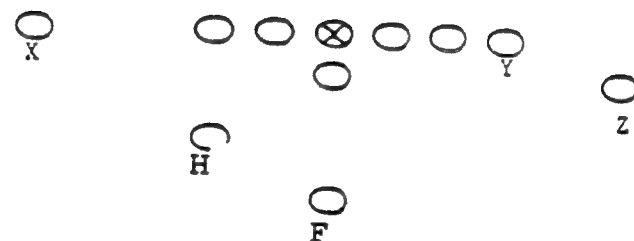
 <p>Pro Lt -17</p>	 <p>Pro Rt -16</p>
 <p>Strong Lt 17</p>	 <p>Strong Rt 16</p>
 <p>I Lt OR 17</p>	 <p>I Rt -16</p>
 <p>Split Lt -17</p>	 <p>Split Rt -16</p>

FORMATIONS

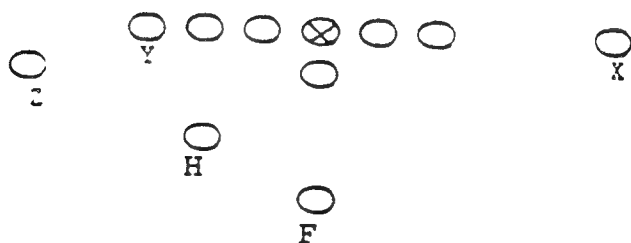
BACKFIELD VARIATIONS



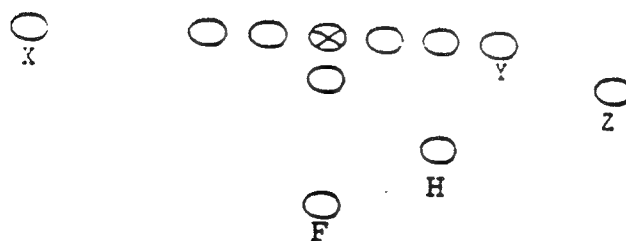
Pro Lt Chg



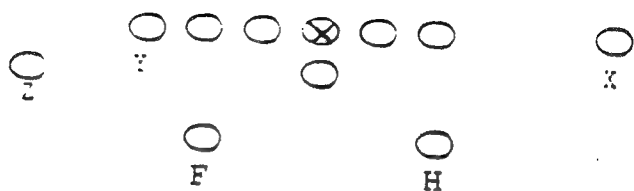
Pro Rt Chg



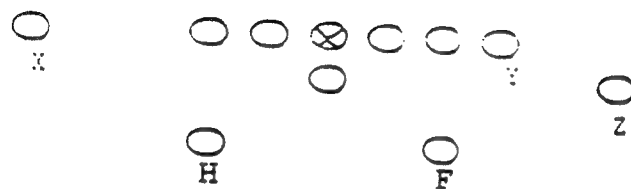
Strong Lt Chg



Strong Rt Chg

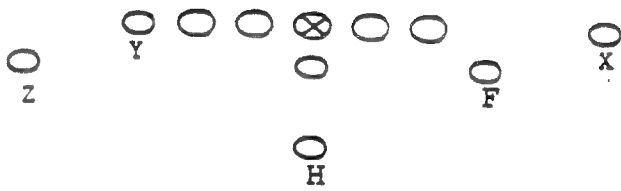
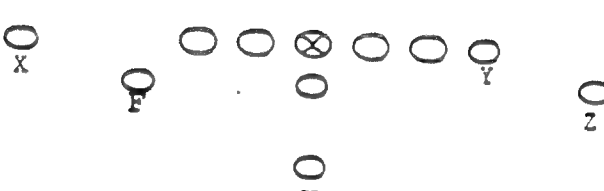
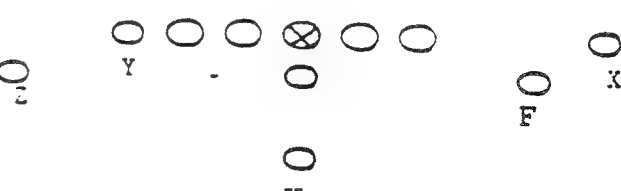
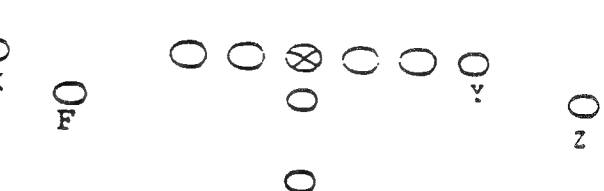
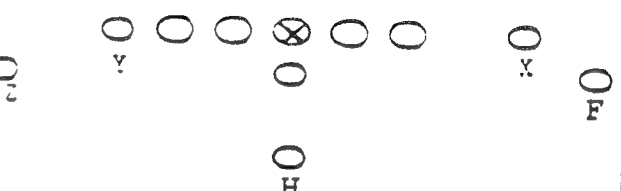
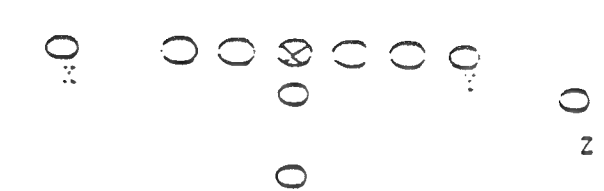


Split Lt Chg



Split Rt Chg









FORMATIONS
"D" FORMATIONS

 <p>Dbl Lt</p>	 <p>Dbl Rt</p>
 <p>Dbl Wing Lt</p>	 <p>Dbl Wing Rt</p>
 <p>Far Dbl Wing Lt</p>	 <p>Far Dbl Wing Rt</p>

FORMATIONS
"T" FORMATIONS

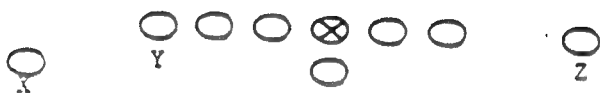
<p>Trips Lt</p>	<p>Trips Rt</p>
<p>Triple Lt</p>	<p>Triple Rt</p>
<p>Triple Lt Outside</p>	<p>Triple Rt Outside</p>
<p>Triple LT Open (Bunch LT)</p>	<p>Triple RT Open (Bunch RT)</p>

FORMATIONS
WIDE RECEIVER POSITIONS

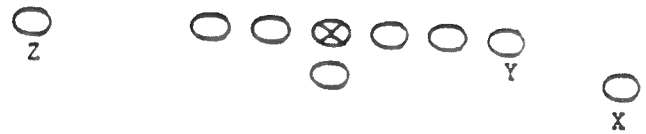
 <p>_____ Lt</p>	 <p>_____ Rt</p>
 <p>_____ Lt Flip</p>	 <p>_____ Rt Flip</p>
 <p>_____ Lt Flop</p>	 <p>_____ Rt Flop</p>
 <p>_____ Lt Zip</p>	 <p>_____ Rt Zip</p>

FORMATIONS

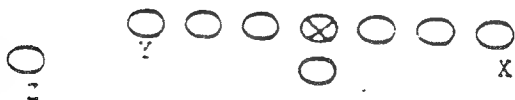
WIDE RECEIVER POSITIONS (Cont)



Lt Switch



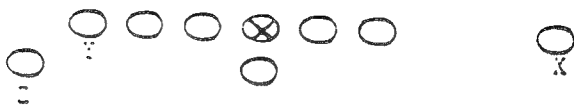
Rt Switch



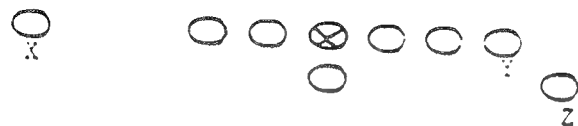
Lt Tight



Rt Tight




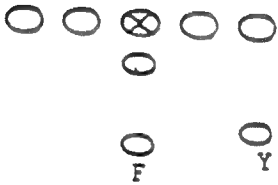



Lt Close



Rt Close

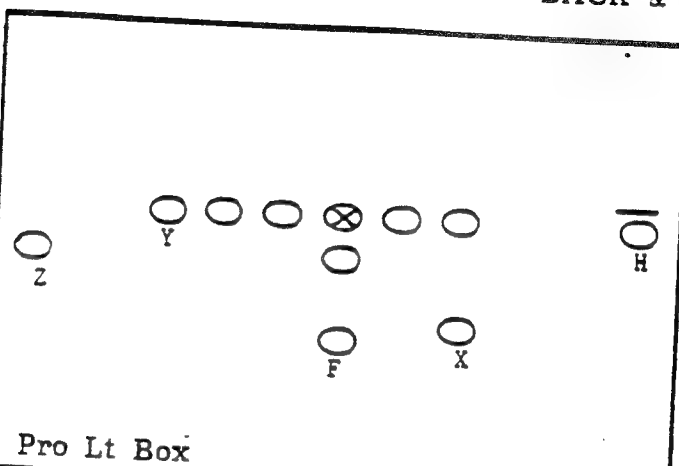
FORMATIONS

Y POSITIONS

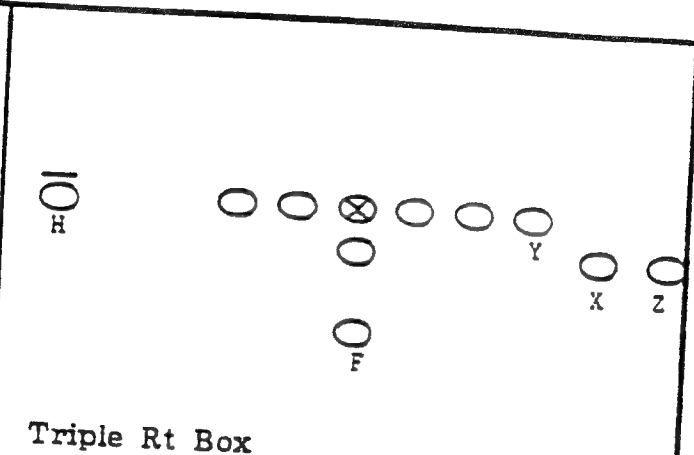
 <p>Y Deep</p>	 <p>Y Back</p>
 <p>Y Outside</p>	 <p>Open</p>
 <p>Y Shift To...</p>	

FORMATIONS

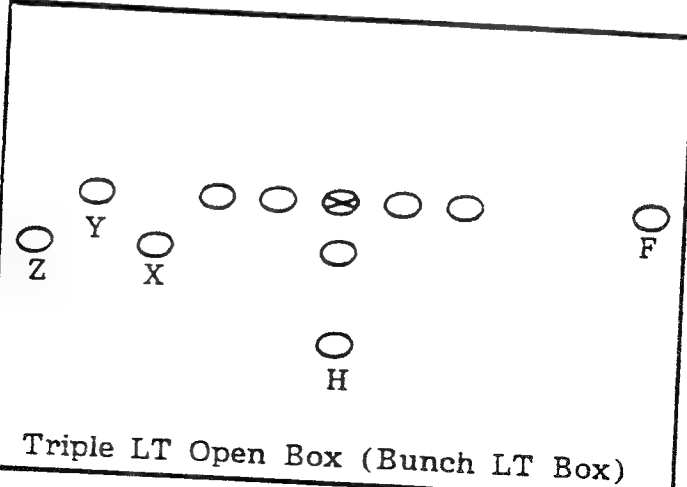
BOX - BACK & X SWITCH ALIGNMENT



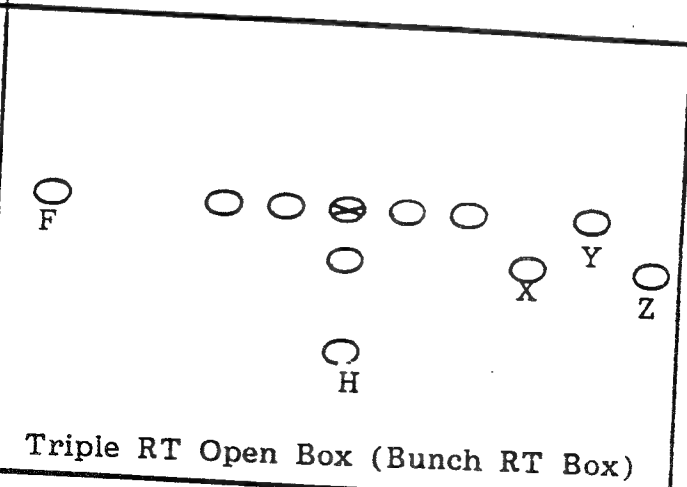
Pro Lt Box



Triple Rt Box



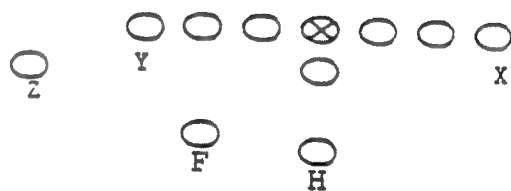
Triple LT Open Box (Bunch LT Box)



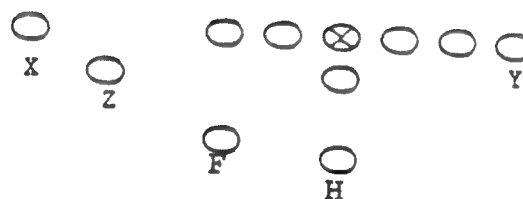
Triple RT Open Box (Bunch RT Box)

FORMATIONS

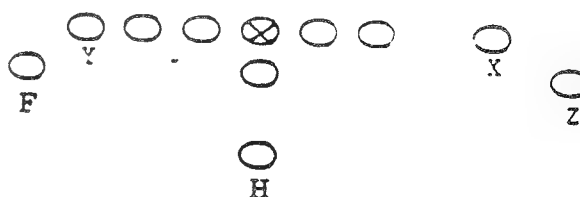
EXAMPLES



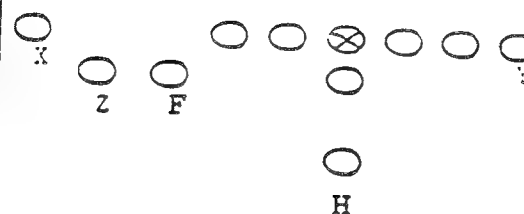
Strong Lt Tight



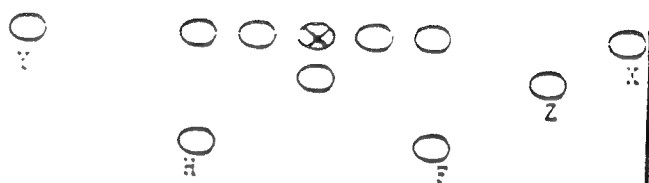
Pro Rt Flip



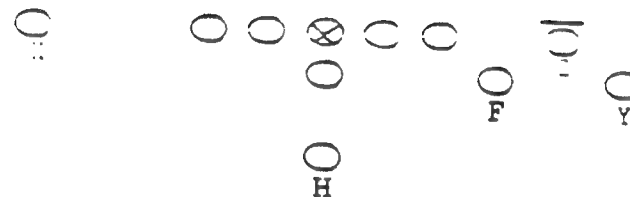
Trips Lt Flop



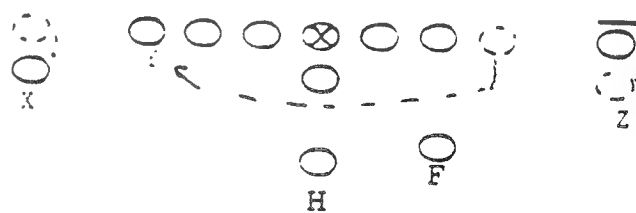
Double Rt Flip



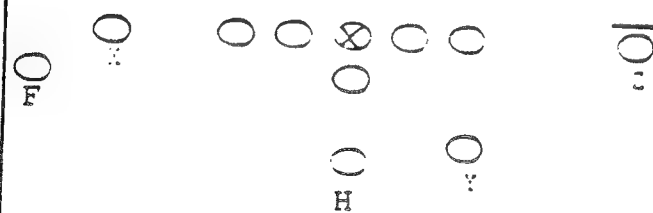
Split Lt Flip Open



Trips Rt Y Outside



Y Shift to Pro Lt Switch



Far Dbl Wing Rt Y Back

MOTION: GENERAL TERMS

Left
Right
Short
Away
Return

ADDITIONAL MOTION

Cutter = HB or HB Substitute Motion to Zip area.
(If "F" Cutter, name will be called)

Zipper = Z or Z Substitute Motion to Zip area

Zoom = Z from Backfield Position

MOTION BEGINNINGS

Motion's always starts in formation called.

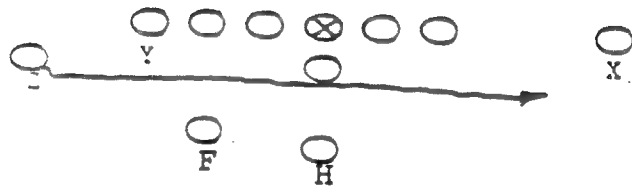
Exeception: Y position on Rt or Lt

DESIGNATION OF PLAYER

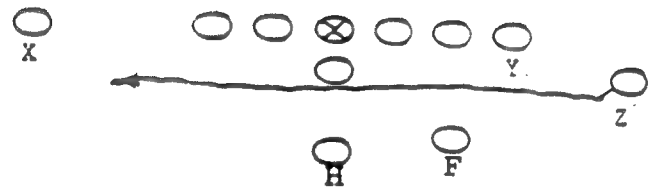
Z	- Flanker Moves
X	- Split End Moves
Hum	- HB Moves
Fly	- FB Moves
Y	- TE Moves
"Name"	- Personnel Substitutions Move

Example: Eagle = WR/for TE
Tiger = TE replaces HB

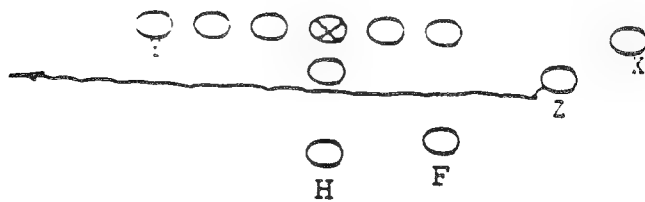
MOTION
Z MOTION



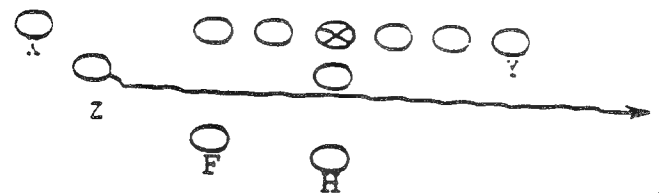
Strong Lt Z Rt



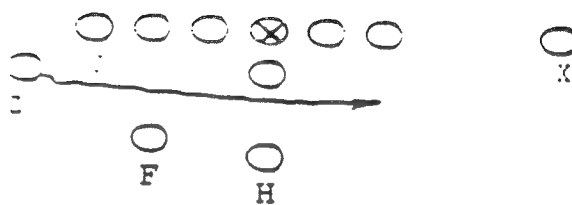
Strong Rt Z Lt



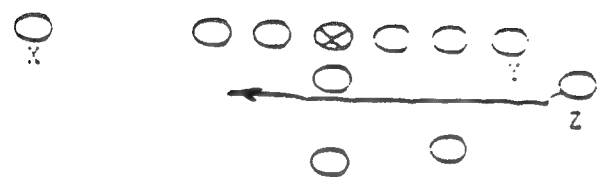
Pro Lt Flip Z Lt



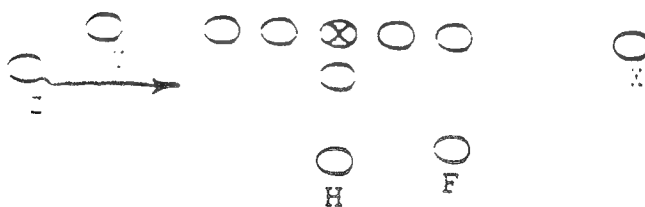
Pro Rt Flip Z Rt



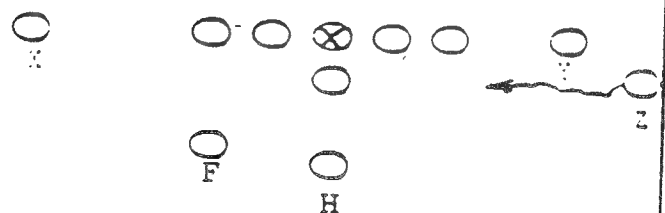
Strong Lt Zipper



Strong Rt Zipper

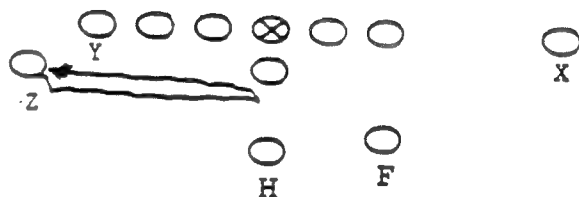


Pro Lt Open Z Short

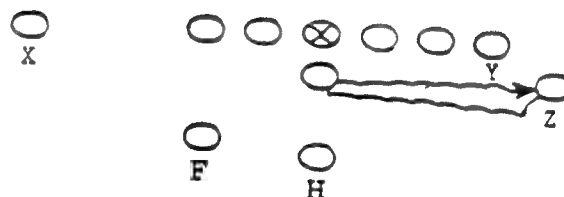


Pro Rt Open Z Short

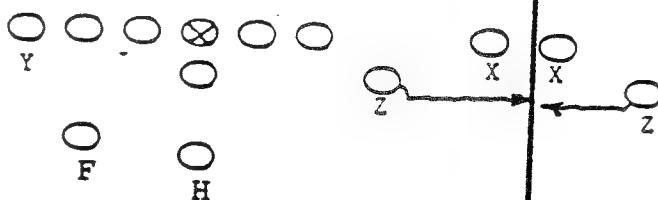
MOTION
Z MOTION (Cont)



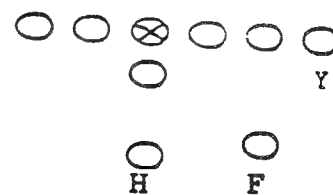
Pro Lt Z Return



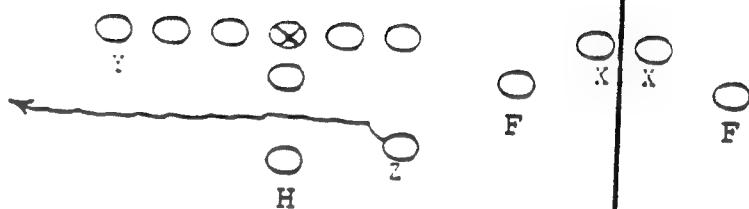
Pro Rt Z Return



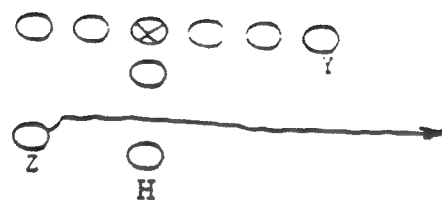
Strong Lt Flip Z Away



Strong Rt Flip Z Away

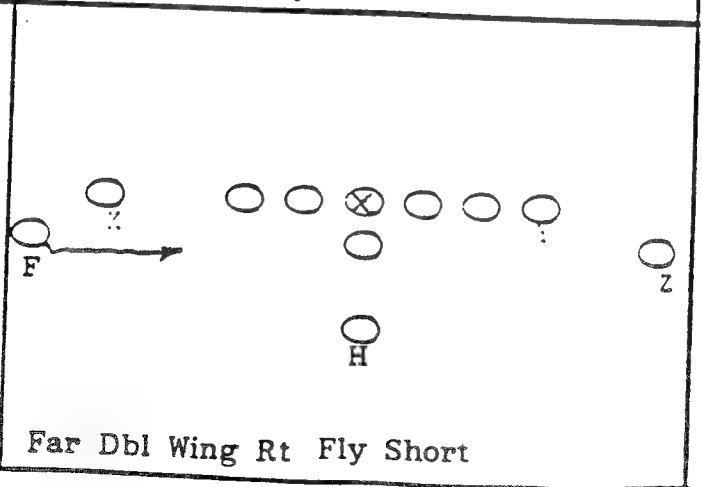
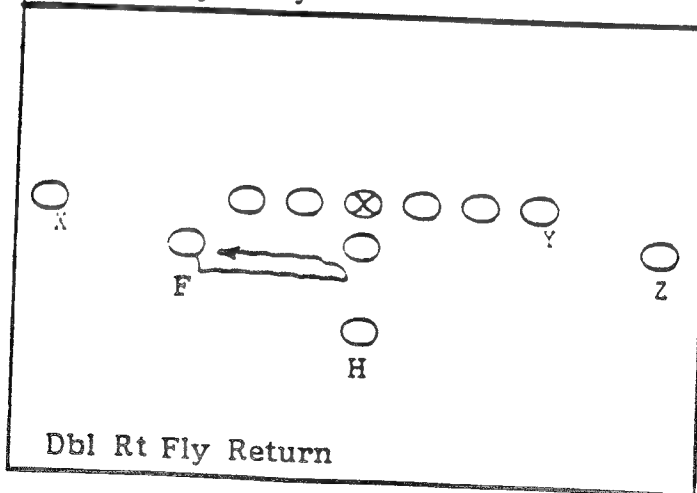
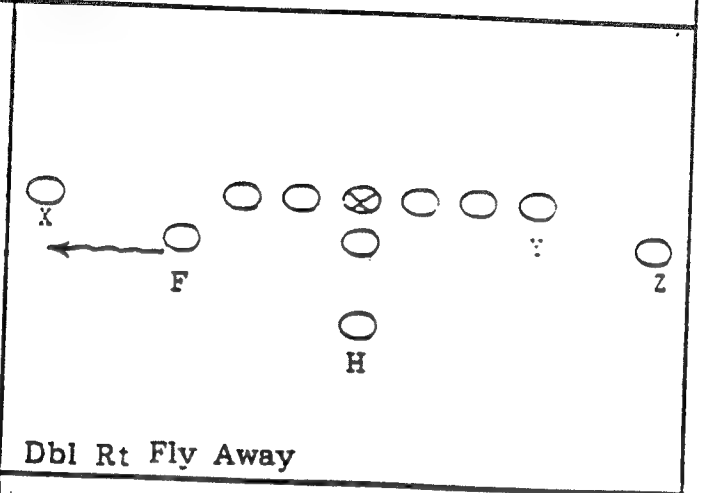
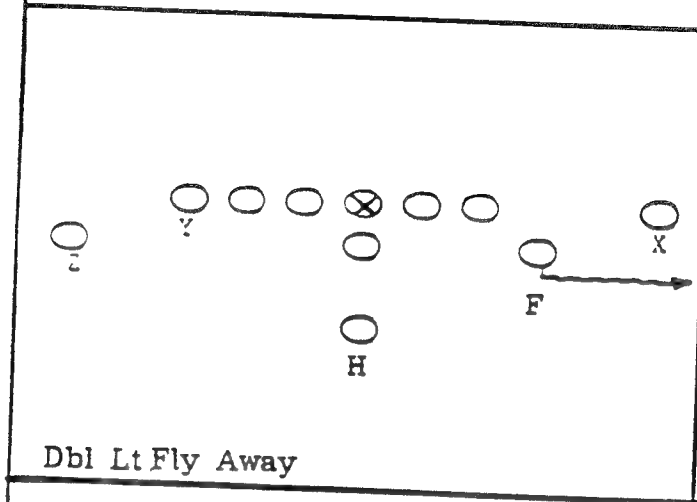
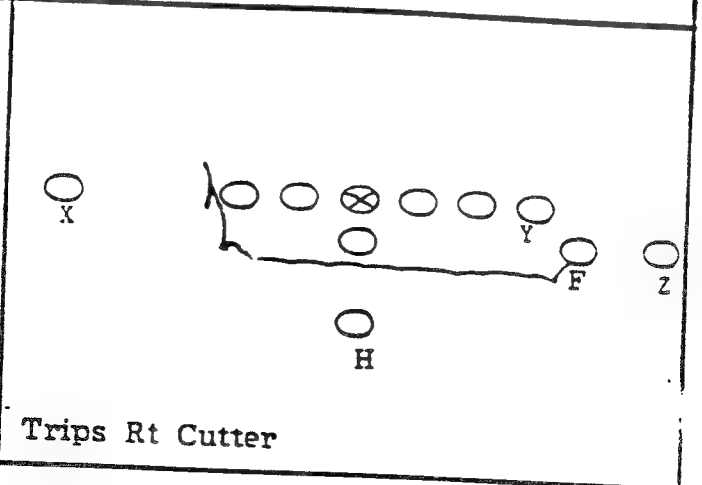
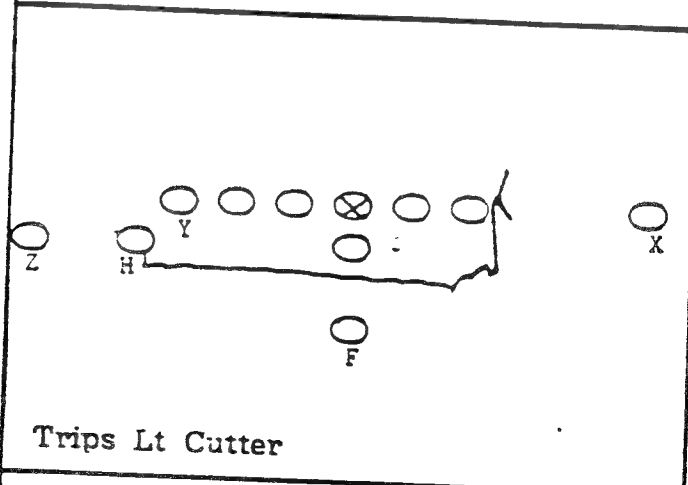
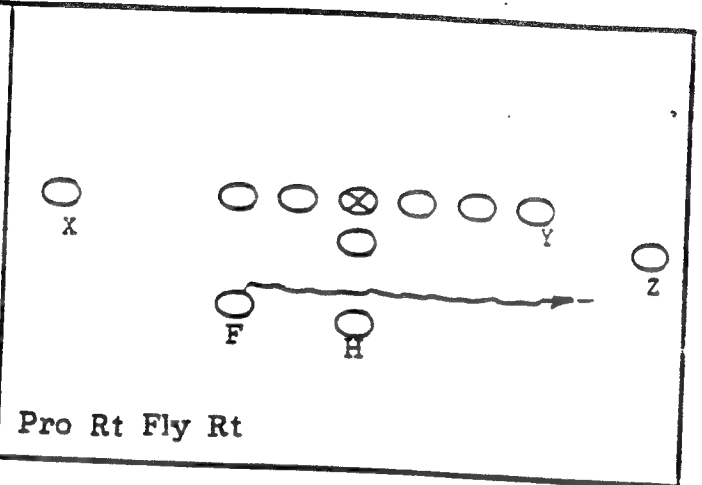
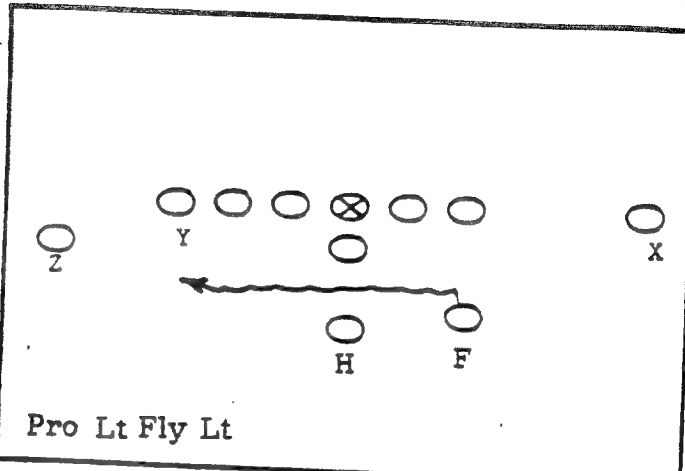


Dbl Wing Lt Zoom Lt
(Zoom-From backfield position)

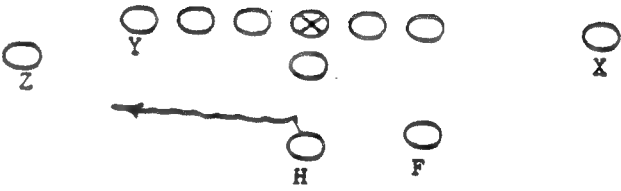
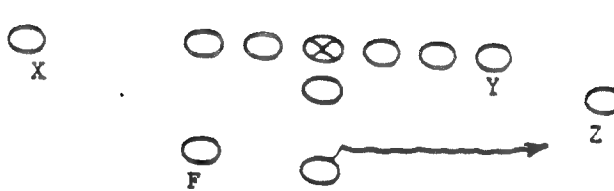
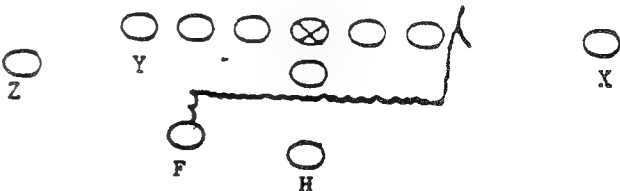
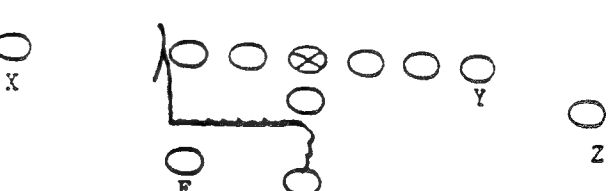
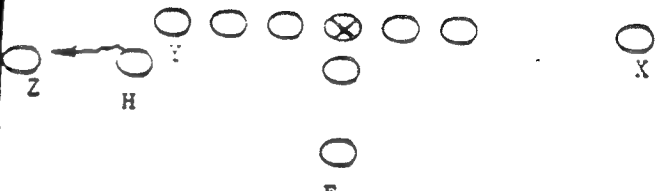
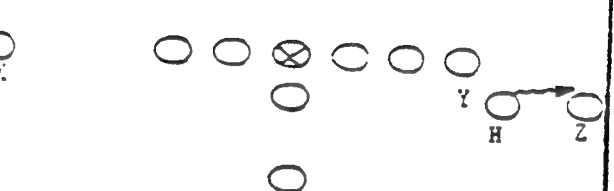
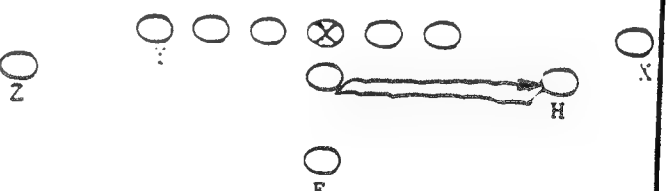
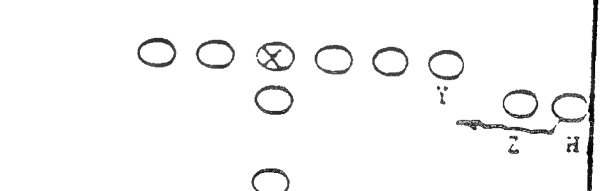


Dbl Wing Rt Zoom Rt
(Zoom-From backfield position)

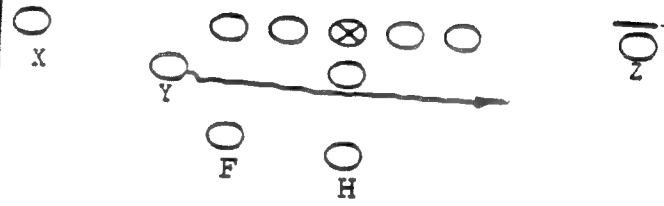
MOTION
FB MOTION



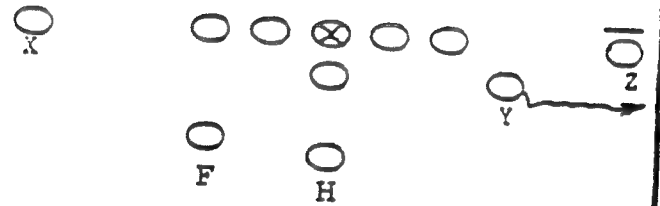
MOTION
HB MOTION

 <p>Pro Lt HumLt</p>	 <p>Pro Rt Hum Rt</p>
 <p>Strong Lt FB Cutter</p>	 <p>Pro Rt Cutter</p>
 <p>Trips Lt Chg Hum Away</p>	 <p>Trips Rt Chg Hum Away</p>
 <p>Dbl Wing Lt Chg Hum Return</p>	 <p>Trips Rt Outside Chg Hum Short</p>

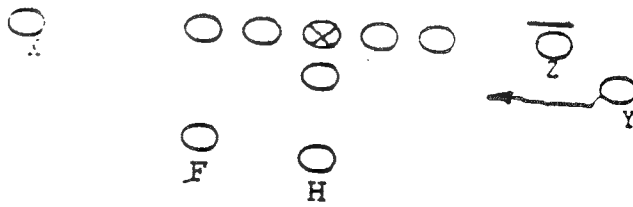
MOTION
Y MOTION



Pro Rt Y Rt

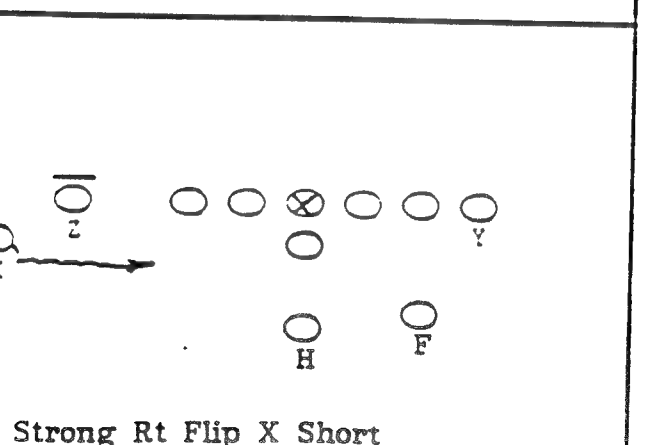
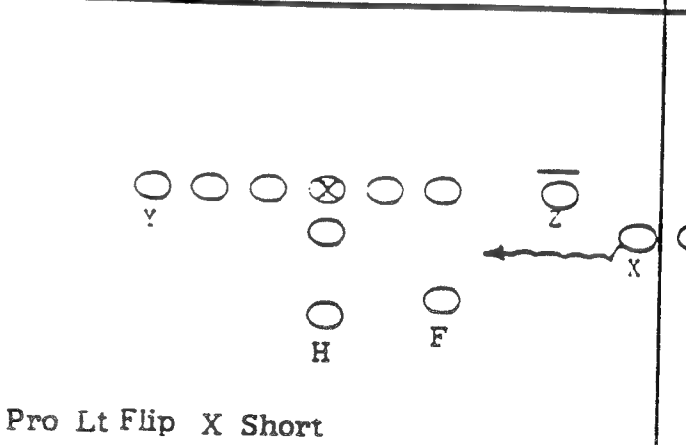
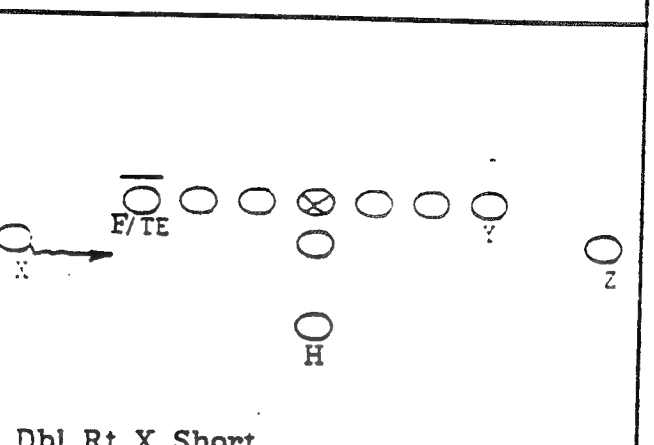
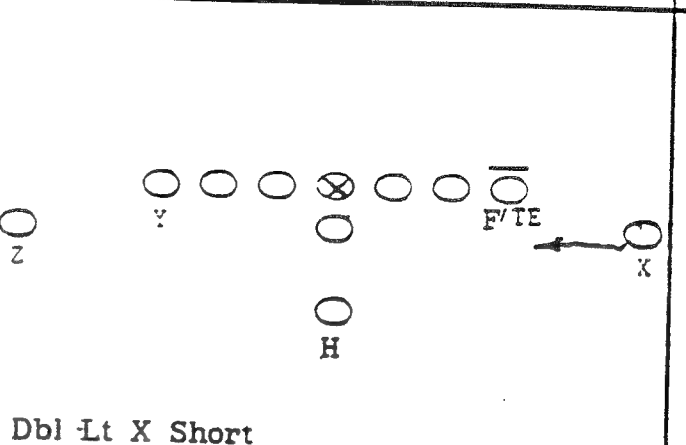
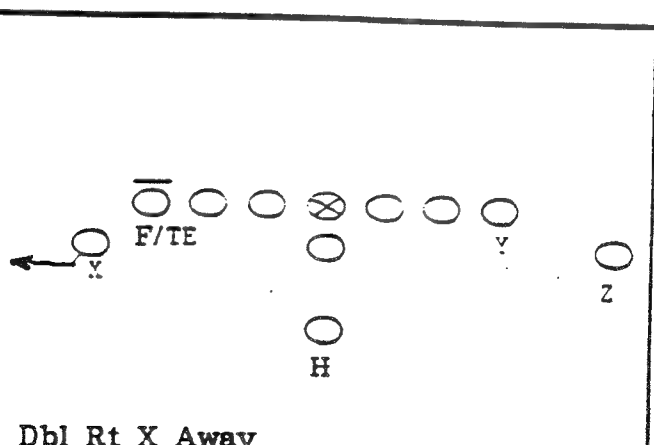
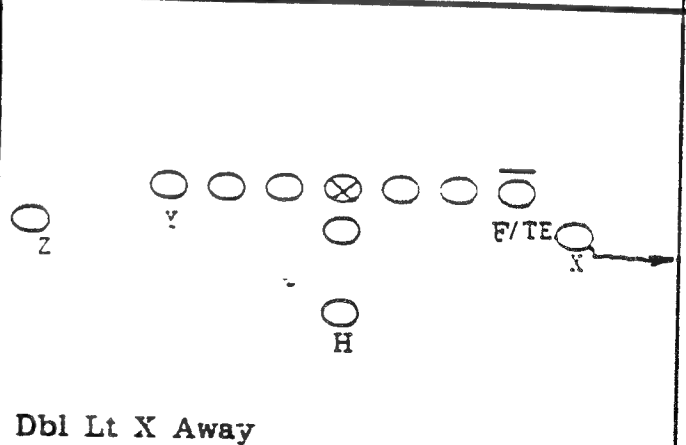
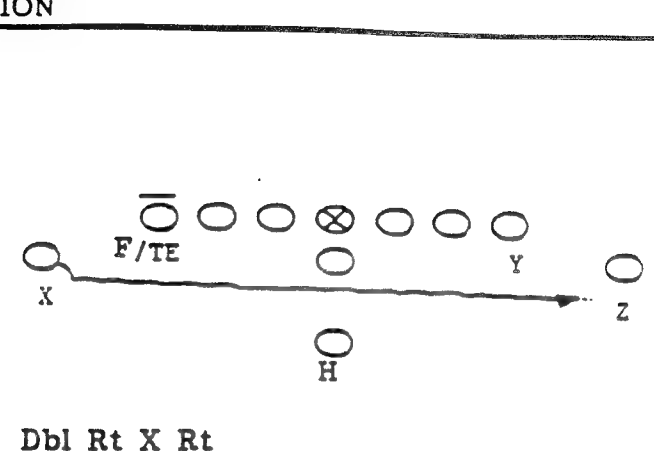
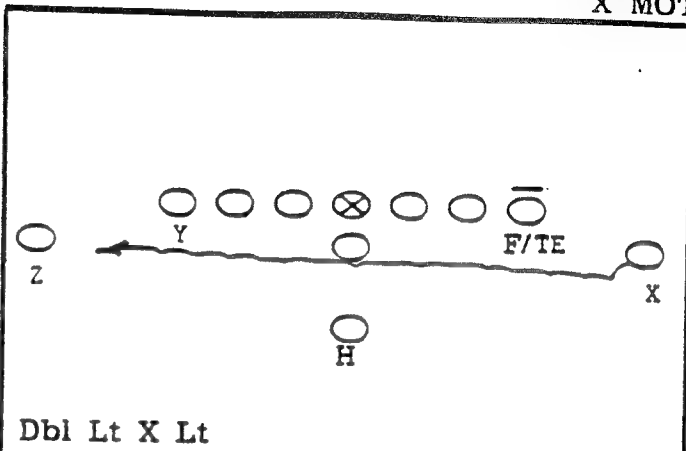


Pro Rt Y Away



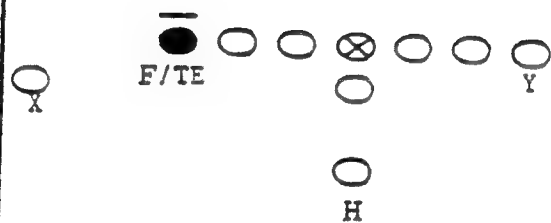
Pro Rt Y Short

MOTION
X MOTION

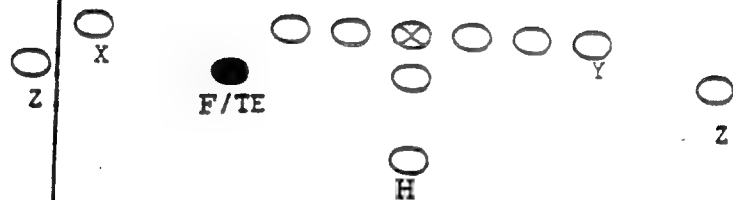


Tiger/Panther - TE Replaces Back - Assumes Back Assignment
 Note: When Placed In Motion, Use Players Name - ("Ron" Rt)

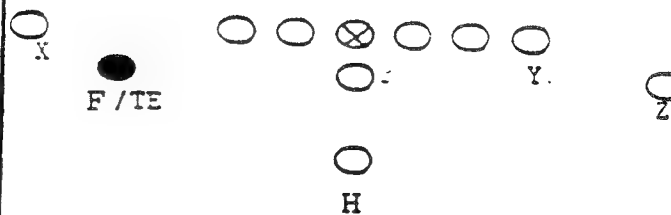
Examples of H (F) - TE replaces H (F)



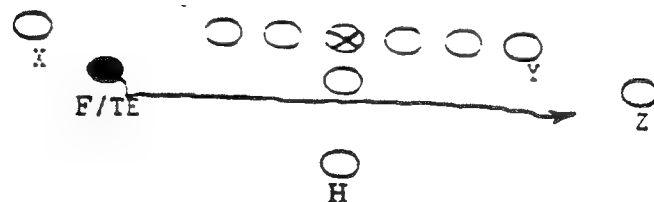
Dbl Rt



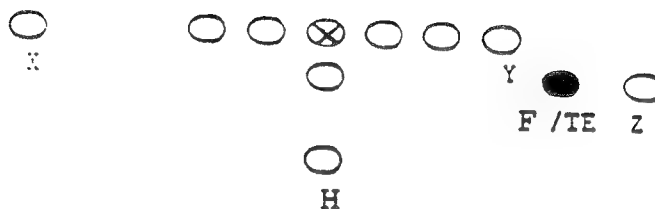
Dbl Rt



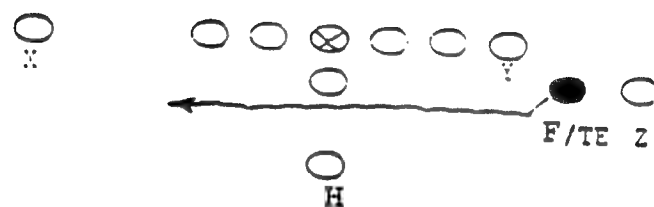
Dbl Wing Rt



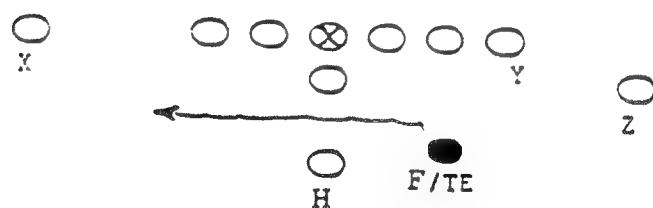
Dbl Wing Rt "Ron" Rt



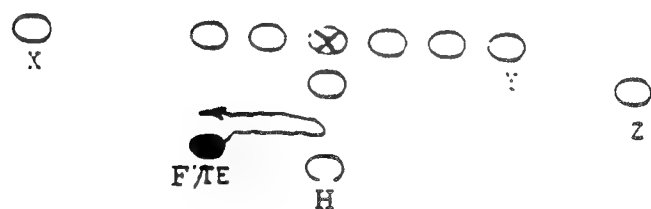
Trips Rt



Trips Rt "Ron" Lt

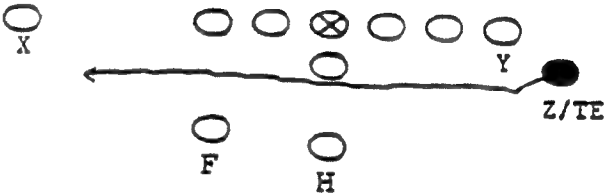
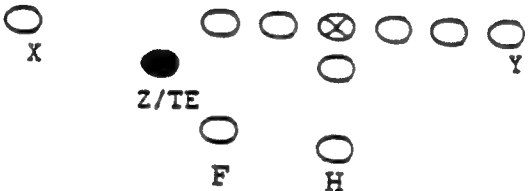
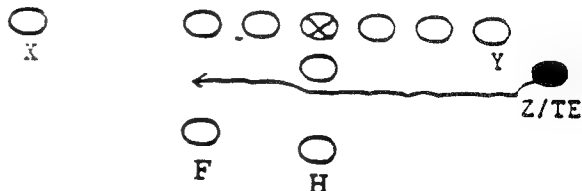
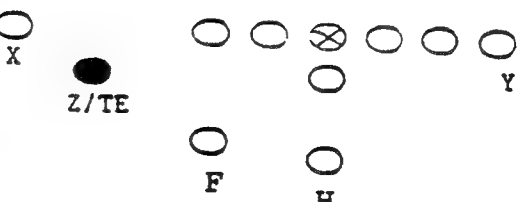
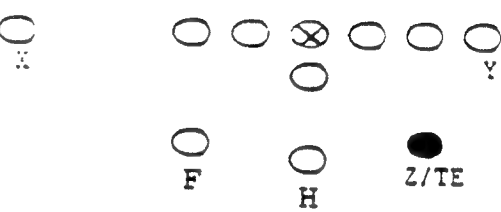
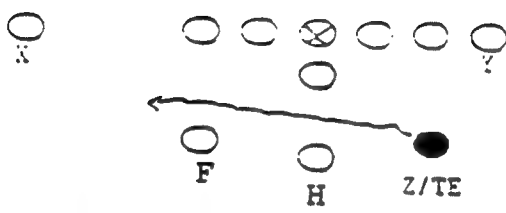


Strong Rt "Tyji" Lt



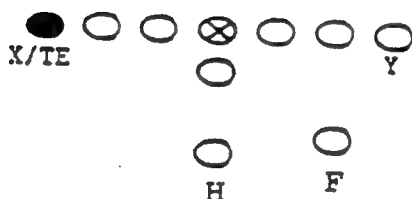
Pro Rt "Tyji" Return

(W) REPLACES Z - ASSUMES Z ASSIGNMENTS

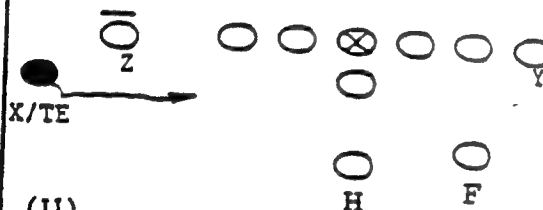
<p>Examples of (W) -</p>  <p>Pro Rt Close "Ron" Lt</p>	<p>TE replaces Z</p>  <p>Pro Rt Zip</p>
 <p>Pro Rt Zipper Note: Player's Name can also be used</p>	 <p>Pro Rt Flip</p>
 <p>Pro Rt Z Back</p>	 <p>Pro Rt Zoom Lt Note: Player's Name can also be used</p>

U - TE REPLACES X - ASSUMES X ASSIGNMENTS

Examples of U - TE Replaces X



(U)
Strong Rt Tight



(U)
Strong Rt Flip "Ron" Short
Note: X Must be off Ball

HOW WE CALL A PLAY

RUN

PASS

PRO ----- BACKS ----- DOUBLE

RIGHT ----- TIGHT END ----- LEFT

FLIP ----- WIDE RECEIVER -----

Z RIGHT ----- MOTION ----- HUM LEFT

17 ----- SERIES/HOLE/PROTECTION ----- 77

CALL ----- BLOCKING SCHEME/TAG ----- DRAG HOOK

ON 2 ----- SNAP COUNT ----- 100

----- CENTER LEAVES -----

ON 2 ----- REPEAT SNAP COUNT ----- 100

READY...----- PREPARE ----- READY...

BREAK (CLAP) ----- BREAK HUDDLE ----- BREAK (CLAP)

(APPROACH L.O.S. IN BUSINESS LIKE, DETERMINED MANNER).

DEFENSIVE FRONTS

DEFENSIVE FRONT DESCRIPTION

The QB will call out the defensive front at the L.O.S. We will see 3 man and 4 man lines. The base 3 man line front is the 34 defense (3 down linemen and 4 linebackers). A weak adjustment by the defensive end and the Peg LB is a 5 adjustment making the defense a 35. A strong adjustment is a 7, thus making it a 37 defense. We call the combination of a 5 and 7 adjustment a 9, making it a 39 defense (double eagle). When the nose offsets at least to the strong gap and the weak end kicks down inside, this is a 38 adjustment (full line overshift). When the line overshifts weak, it is a 36 call.

Some teams will cock the nose and walk up the opposite inside LB. We call this a 34 0 (Cocked Strong) or 34 Q (Cocked Weak).

The base 4 man line defense is the 4-3 (4 down linemen and 3 LB's). The 5, 7, and 9 adjustments by the linebackers are similar to the 3 man line calls. When the tackle over the weak guard moves over the center, this is a 53 call (of the 4 down men, 3 are from the center strong with 3 LB's). When the strong tackle moves over the center, this is a 23 call.

Within the 53 and 23 defenses, you can have a 5, 7, or 9 adjustment.
EX: 57, 25, or 29.

The defensive adjustment of three big men covering the center and guards we refer to as a triple. This adjustment, along with two defenders over the TE and another defender in the weak bump area (8 Man Front), is called a 46 (Bear) defense.

When labeling nickel or dime defenses, we use the sams calls, except there is one or more fewer LB's so we must subtract one or more LB's depending on how many are in the game.

EX: when the defense is a 4-3 spacing with only 2 LB's it would be a 42 call. When in a 23 spacing with only 1 LB it would be a 21 call, etc.

THREE MAN FRONTS

<p>34</p> <p>M P</p> <p>S E N E W</p> <p>○ ○ ○ ⊕ ○ ○</p> <p>○ ○</p>	<p>34</p> <p>P M</p> <p>W E N E S</p> <p>○ ○ ⊕ ○ ○ ○</p> <p>○ ○</p>
<p>35</p> <p>M P</p> <p>S E N E W</p> <p>○ ○ ○ ⊕ ○ ○</p> <p>○ ○</p>	<p>35</p> <p>P M</p> <p>W E N E S</p> <p>○ ○ ⊕ ○ ○ ○</p> <p>○ ○</p>
<p>37</p> <p>M P</p> <p>S E N E W</p> <p>○ ○ ○ ⊕ ○ ○</p> <p>○ ○</p>	<p>37</p> <p>P M</p> <p>W E N E S</p> <p>○ ○ ⊕ ○ ○ ○</p> <p>○ ○</p>
<p>39</p> <p>M P</p> <p>S E N E W</p> <p>○ ○ ○ ⊕ ○ ○</p> <p>○ ○</p>	<p>39</p> <p>P M</p> <p>W E N E S</p> <p>○ ○ ⊕ ○ ○ ○</p> <p>○ ○</p>
<p>38 STR.</p> <p>M P</p> <p>S E N E W</p> <p>○ ○ ○ ⊕ ○ ○</p> <p>○ ○</p>	<p>38 STR.</p> <p>P M</p> <p>W E N E S</p> <p>○ ○ ⊕ ○ ○ ○</p> <p>○ ○</p>

THREE MAN FRONTS

<p>38 MIDDLE</p>	<p>38 MIDDLE</p>
<p>36</p>	<p>36</p>
<p>34-O</p>	<p>34-O</p>
<p>34-Q</p>	<p>34-Q</p>
<p>36 WEAK</p>	<p>36 WEAK</p>

FOUR MAN FRONTS

43

S E T M T E W
○ ○ ○ ⊕ ○ ○
○ ○

43

W E T M T E S
○ ○ ⊕ ○ ○ ○
○ ○

45

S E T M T W E
○ ○ ○ ⊕ ○ ○
○ ○

45

W M E T T E S
○ ○ ⊕ ○ ○ ○
○ ○

47

S M E T T E W
○ ○ ○ ⊕ ○ ○
○ ○

47

M S W E T T E
○ ○ ⊕ ○ ○ ○
○ ○

49

S M W E T T E
○ ○ ⊕ ○ ○ ○
○ ○

49

W M S E T T E
○ ○ ⊕ ○ ○ ○
○ ○

44 WIDE

M W \$ L S T T E
○ ○ ⊕ ○ ○ ○
○ ○

44 WIDE

\$ W M E T T S L
○ ○ ⊕ ○ ○ ○
○ ○

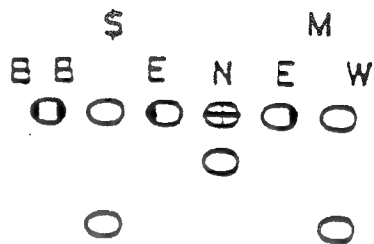
FOUR MAN FRONTS

<p>23</p> <p style="text-align: center;">M</p> <p>S E T T EW</p> <p>○ ○ ○ ⊕ ○ ○</p> <p style="text-align: center;">○</p> <p style="text-align: center;">○ ○</p>	<p>23</p> <p style="text-align: center;">M</p> <p>WE T T ES</p> <p>○ ○ ⊕ ○ ○ ○</p> <p style="text-align: center;">○</p> <p style="text-align: center;">○ ○</p>
<p>25</p> <p style="text-align: center;">M W</p> <p>S E T T E</p> <p>○ ○ ○ ⊕ ○ ○</p> <p style="text-align: center;">○</p> <p style="text-align: center;">○ ○</p>	<p>25</p> <p style="text-align: center;">W M</p> <p>E T T ES</p> <p>○ ○ ⊕ ○ ○ ○</p> <p style="text-align: center;">○</p> <p style="text-align: center;">○ ○</p>
<p>29</p> <p style="text-align: center;">M W</p> <p>S E T T E</p> <p>○ ○ ○ ⊕ ○ ○</p> <p style="text-align: center;">○</p> <p style="text-align: center;">○ ○</p>	<p>29</p> <p style="text-align: center;">W M</p> <p>E T T ES</p> <p>○ ○ ⊕ ○ ○ ○</p> <p style="text-align: center;">○</p> <p style="text-align: center;">○ ○</p>
<p>24</p> <p style="text-align: center;">M W</p> <p>S E T TE</p> <p>○ ○ ○ ⊕ ○ ○</p> <p style="text-align: center;">○</p> <p style="text-align: center;">○ ○</p>	<p>24</p> <p style="text-align: center;">W M</p> <p>ET T ES</p> <p>○ ○ ⊕ ○ ○ ○</p> <p style="text-align: center;">○</p> <p style="text-align: center;">○ ○</p>
<p>○ ○ ○ ○ ○ ○</p> <p style="text-align: center;">○</p> <p style="text-align: center;">○ ○</p>	<p>○ ○ ○ ○ ○ ○</p> <p style="text-align: center;">○</p> <p style="text-align: center;">○ ○</p>

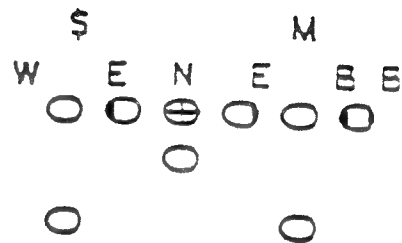
FOUR MAN FRONTS

<p>53</p> <p style="text-align: center;">M</p> <p>S E T T E W</p> <p>○ ○ ⊕ ⊕ ○ ○</p> <p style="text-align: center;">○</p> <p>○ ○</p>	<p>53</p> <p style="text-align: center;">M</p> <p>W E T T E S</p> <p>○ ○ ⊕ ⊕ ○ ○</p> <p style="text-align: center;">○</p> <p>○ ○</p>
<p>57</p> <p style="text-align: center;">S M</p> <p>E T T E W</p> <p>○ ○ ⊕ ⊕ ○ ○</p> <p style="text-align: center;">○</p> <p>○ ○</p>	<p>57</p> <p style="text-align: center;">M S</p> <p>W E T T E</p> <p>○ ○ ⊕ ⊕ ○ ○</p> <p style="text-align: center;">○</p> <p>○ ○</p>
<p>59</p> <p style="text-align: center;">S M</p> <p>E T T E W</p> <p>○ ○ ⊕ ⊕ ○ ○</p> <p style="text-align: center;">○</p> <p>○ ○</p>	<p>59</p> <p style="text-align: center;">M S</p> <p>W E T T E</p> <p>○ ○ ⊕ ⊕ ○ ○</p> <p style="text-align: center;">○</p> <p>○ ○</p>
<p>54</p> <p style="text-align: center;">S M</p> <p>E T T E W</p> <p>○ ○ ⊕ ⊕ ○ ○</p> <p style="text-align: center;">○</p> <p>○ ○</p>	<p>54</p> <p style="text-align: center;">M S</p> <p>W E T T E</p> <p>○ ○ ⊕ ⊕ ○ ○</p> <p style="text-align: center;">○</p> <p>○ ○</p>
<p>○ ○ ○ ○ ○ ○</p> <p style="text-align: center;">○</p> <p>○ ○</p>	<p>○ ○ ○ ○ ○ ○</p> <p style="text-align: center;">○</p> <p>○ ○</p>

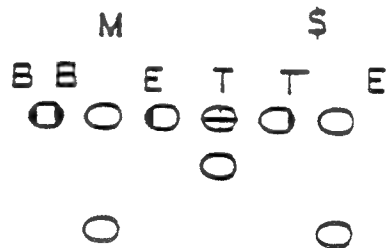
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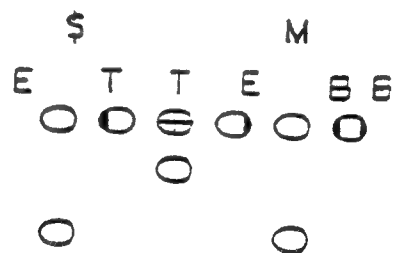
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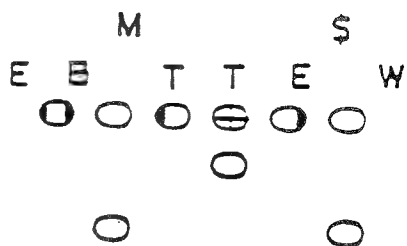
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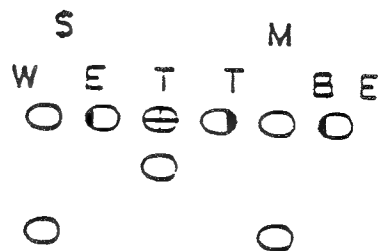
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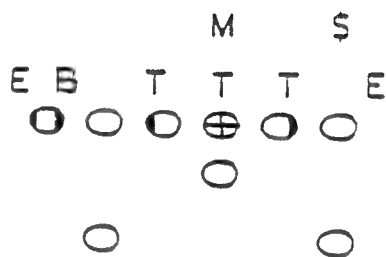


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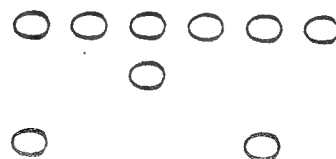
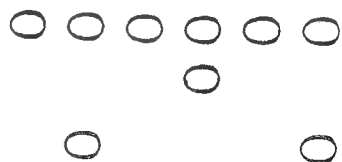
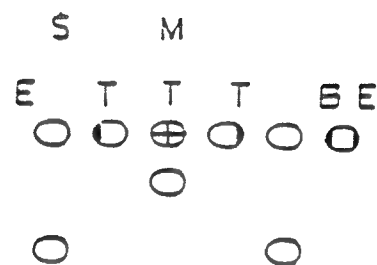
46

PINTO



46

PINTO



NICKEL FRONTS

M P W
 S E N E
 O O O O
 O

33

W P M
 E N E
 O O O O
 O S

33

M P W
 S E N E
 O O O O
 O

32

W P M
 E N E
 O O O O
 O S

32

M W
 S E T T E
 O O O O
 O

42

W M
 E T T E
 O O O O
 O S

42

M W
 S E T T E
 O O O O
 O

41

W M
 E T T E
 O O O O
 O S

41

NICKEL FRONTS

[illegible]

PROTECTIONS

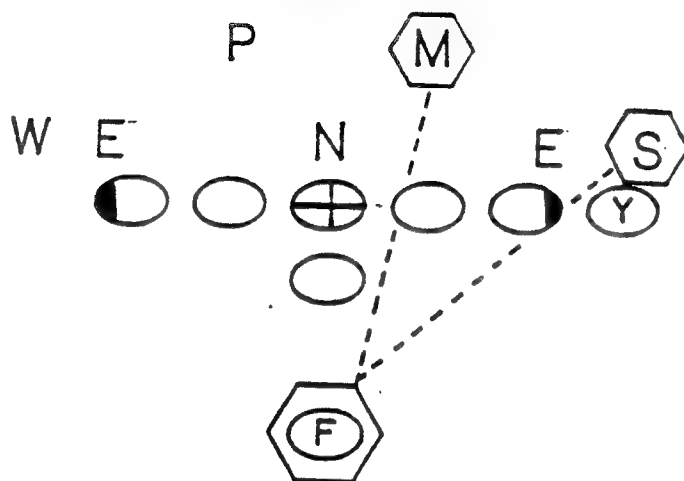
PROTECTIONS

1993 TAMPA BAY BUCCANEERS
SERIES NUMBERING SYSTEM

1-9	Misc.
10-19	QB Fronts to Hole
20-29	QB Fronts to Hole
30-39	Cross Action or Counter
40-49	QB Reverses to Hole
50-59	Draws

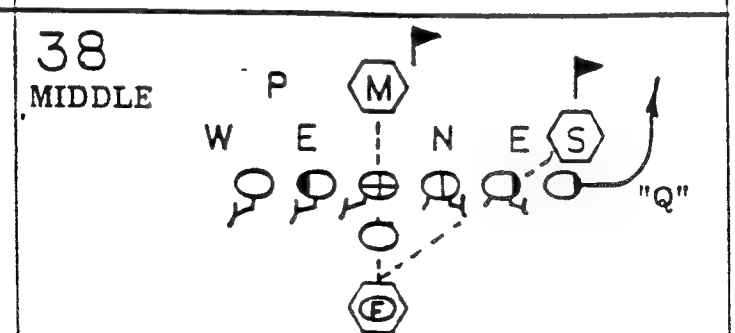
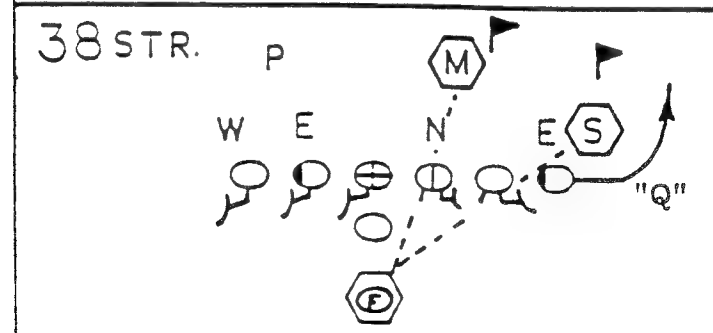
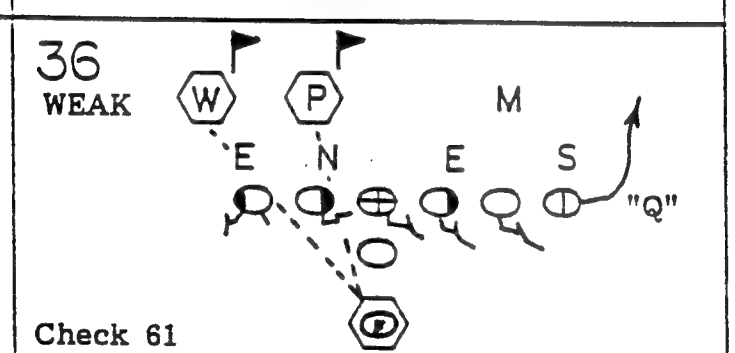
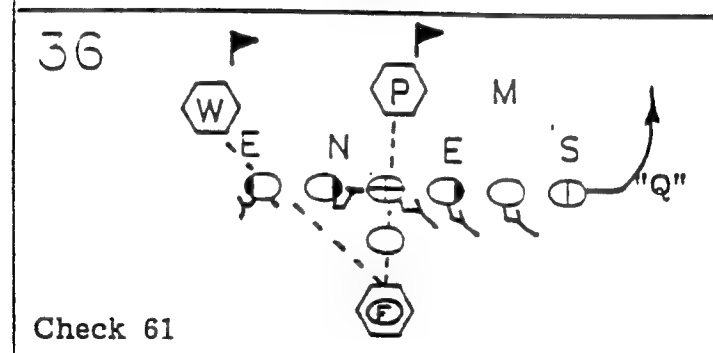
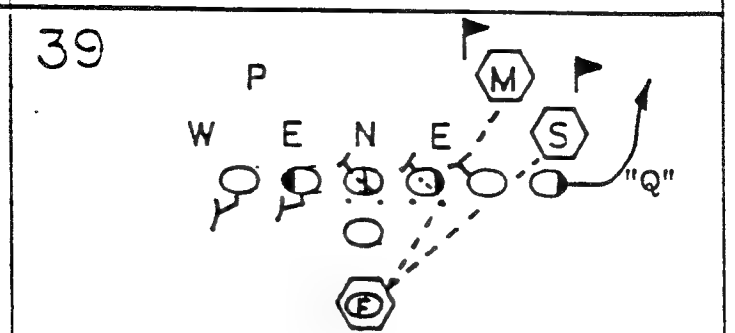
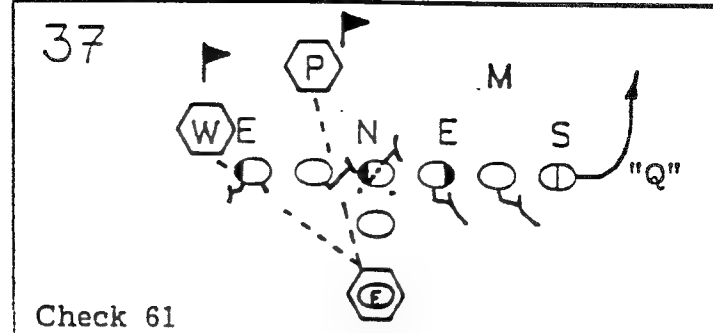
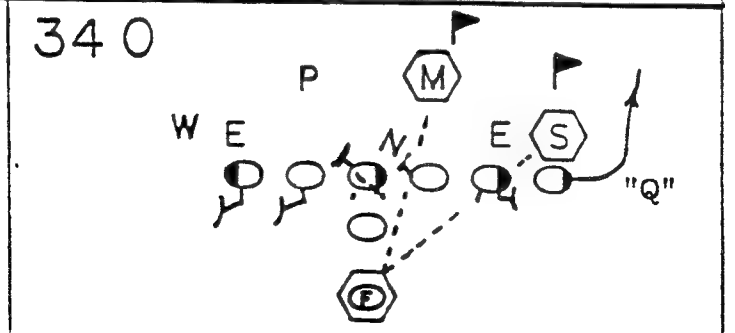
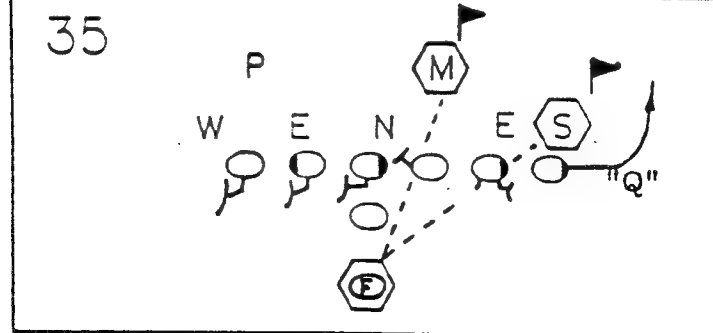
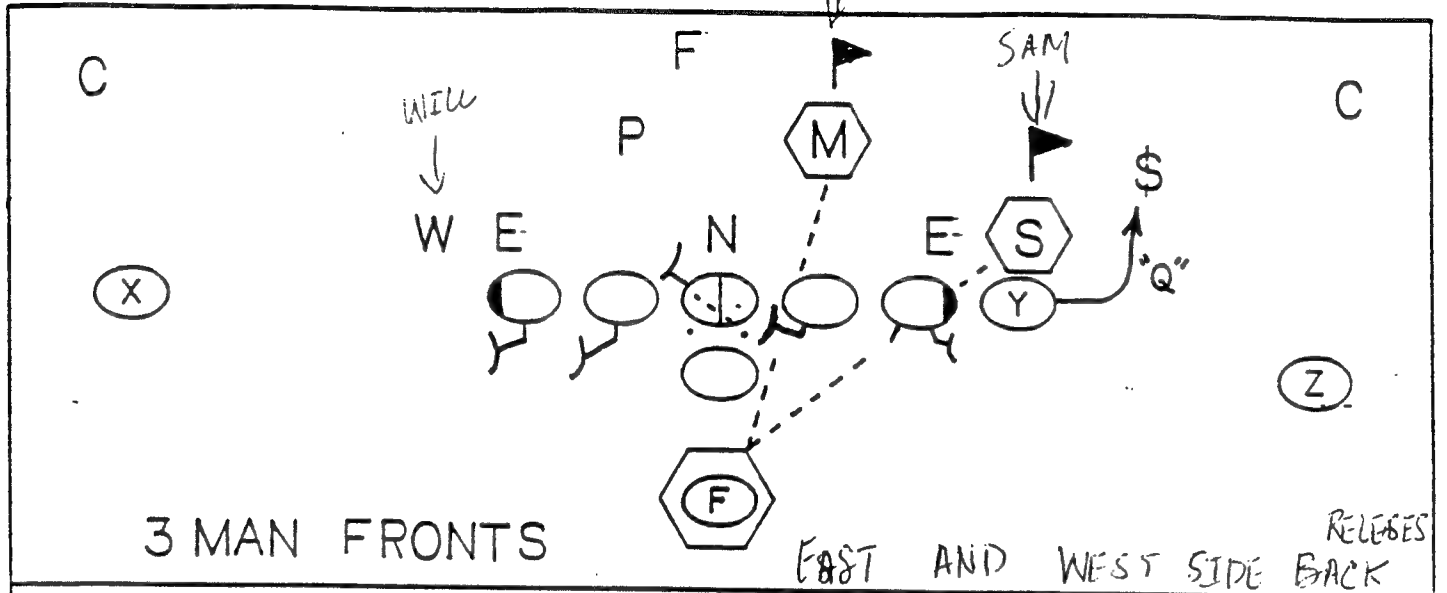
60-61	Slide Protection/FB Double Read/HB Scat
64-65	Slide Protection/Both Backs Solid
66-67	Slide Protection/FB Double Read/TE Slow Outside (Special)
68-69	Slide Protection/FB Solid/HB Scat/TE Slow
76-77	Weak Flow/F Solid/HB Scat/Strong Molly
78-79	Weak Flow/FB Solid/HB Scat/TE Slow
84-85	Split Flow/Both Backs Solid
92	Nickel Protection (Special)
94-95	Slide Protection VS Bears (Special)

60 SERIES



This is a slide protection with the offensive line sliding away from the call. Back or Backs block to the call. Even numbers right; odd numbers left!

1. Five or Seven step drop (QB will call "Short" to indicate 5 step drop).
2. 60/61; 62/63 - FB check to call side - double read on LB'ers inside-out!
3. 60/61 -- FB check "Thru"; 62/63 FB Check "Wide".
4. Linemen always slide away from call on any 60 Series play.
5. 64/65 -- Two backs in backfield blocking LB'ers to call side.
6. 66/67 HB Scat - Always slide to tight end side of formation - Tight End slide to block the Strong Safety or #4. FB always blocks away from the call side, inside to outside LB.
7. 66/67 "MAX" -- HB - FB Weak - Block to the call for "WIN" and "PEG" -- always slide to tight end side of formation - Tight end slide to block the strong safety or #4.
8. 68/69 -- Tight End blocks slow. FB blocks "MIKE" to a thru route.
9. "Q" or "HOT" - When the term "Q" or "HOT" precedes a protection call, the back who has protection responsibility is free to release and run a predetermined route. For example, "Hot 60" - VS a 34 defense the FB in normal 60 protection would block Mike to Sam. In "HOT 60" the FB would be free to release into a pattern immediately. If either of the two linebackers rush, the QB must throw "Q" or "HOT".



C

C

(X)

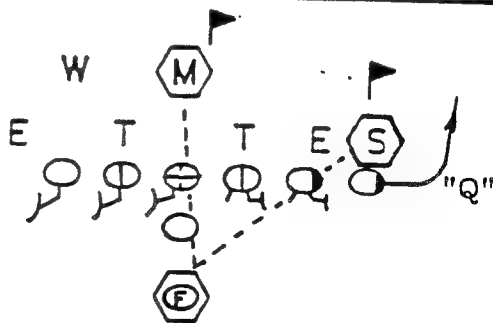
(H)

(Z)

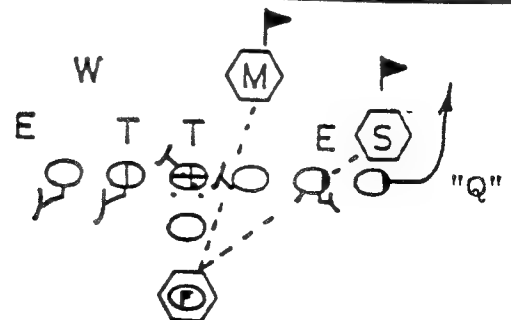
4 MAN FRONTS

Left Hard Call

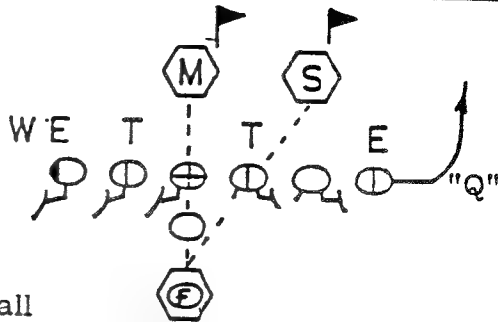
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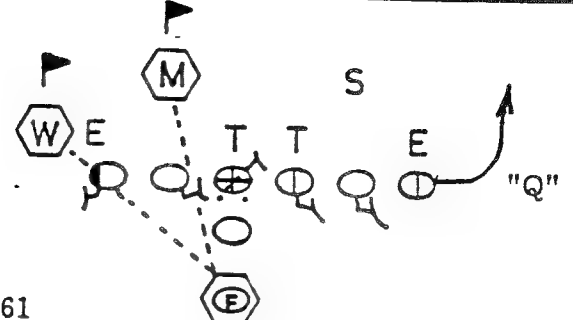


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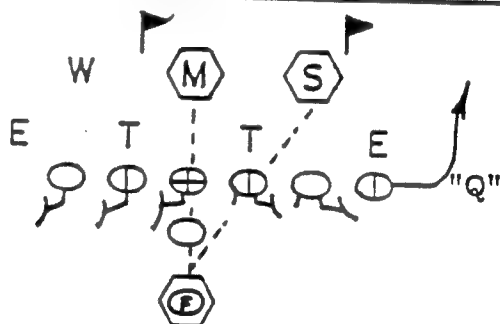
Lt-Hard Call

57

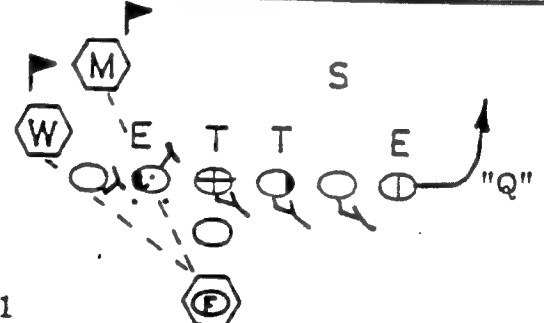


Check 61

49

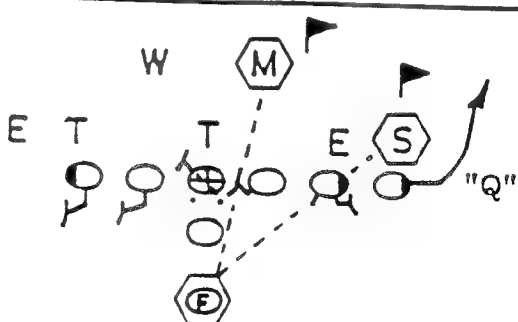


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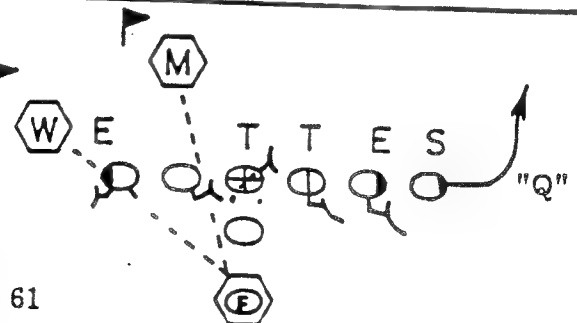


Check 61

24



53



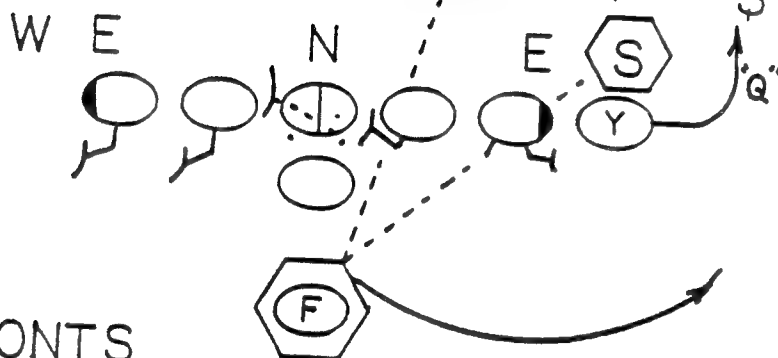
Check 61

C

F

C

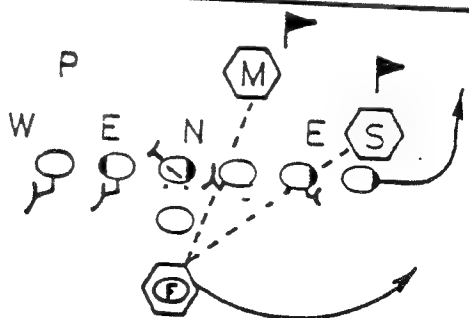
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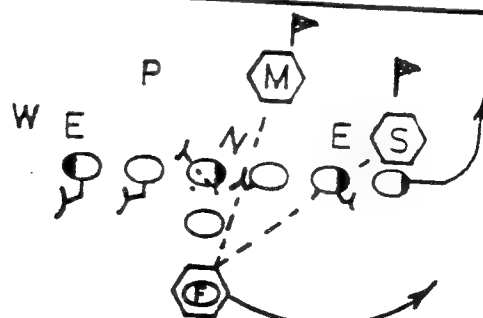
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3 MAN FRONTS

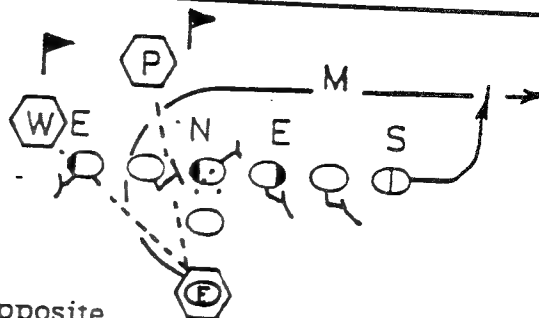
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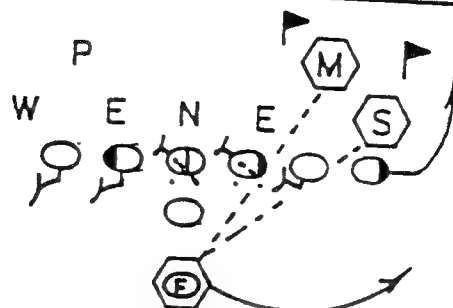
340



37



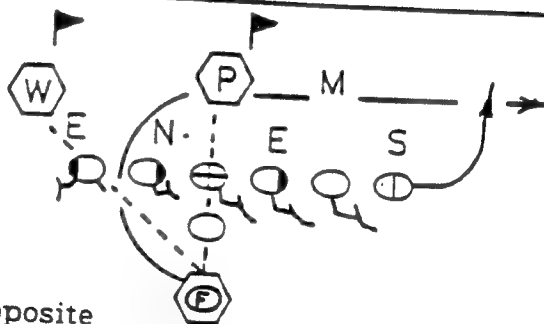
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Check Opposite

36

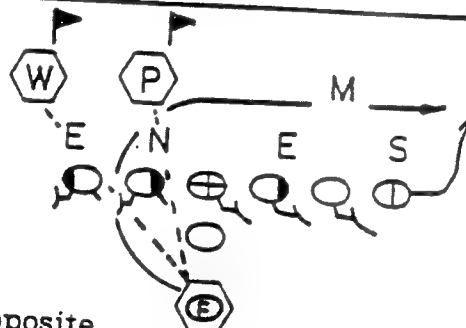
MIDDLE



Check Opposite

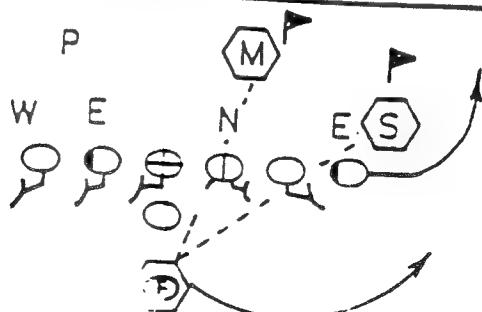
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WEAK



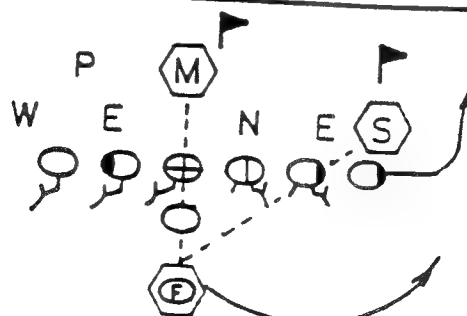
Check Opposite

38 STR.



38

MIDDLE



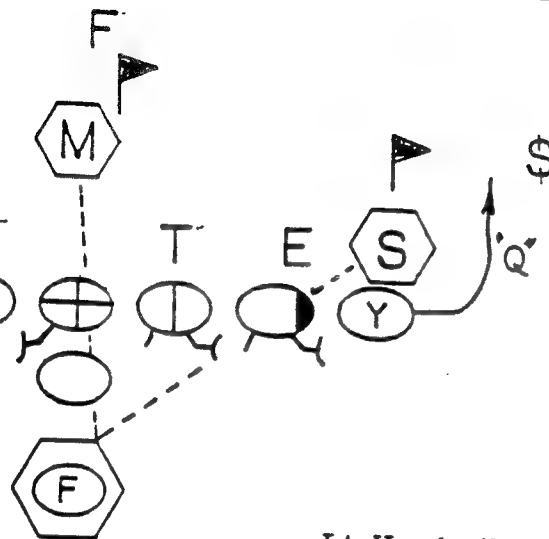
C

C

(X)

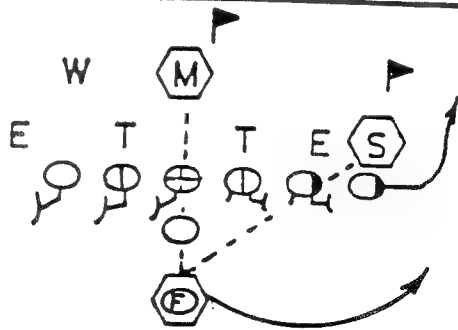
(Z)

4 MAN FRONTS

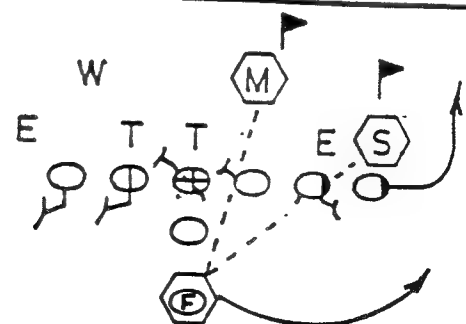


Lt Hardcall

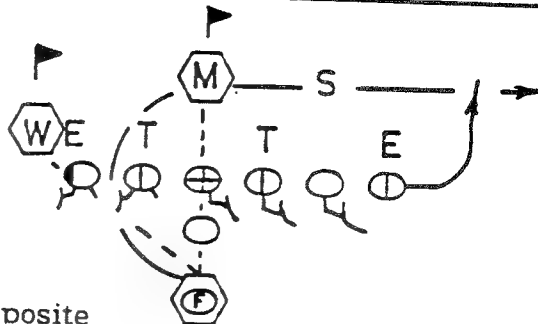
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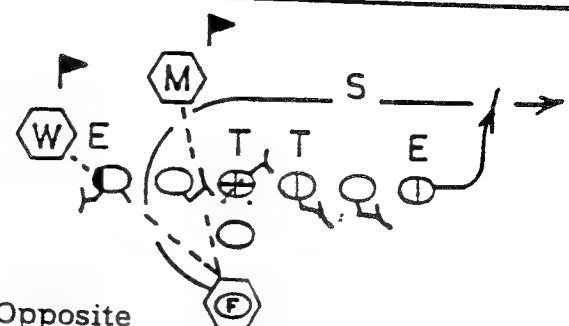


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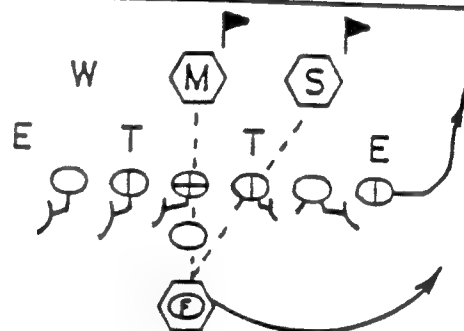
Check Opposite

57

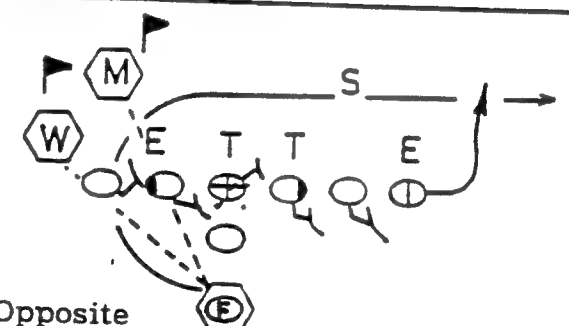


Check Opposite

49

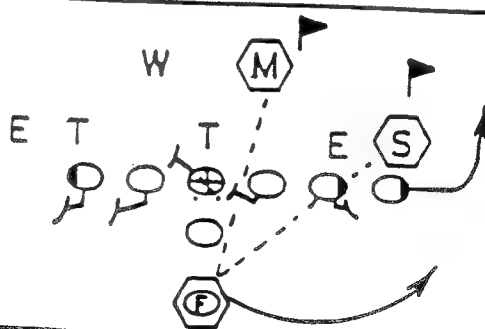


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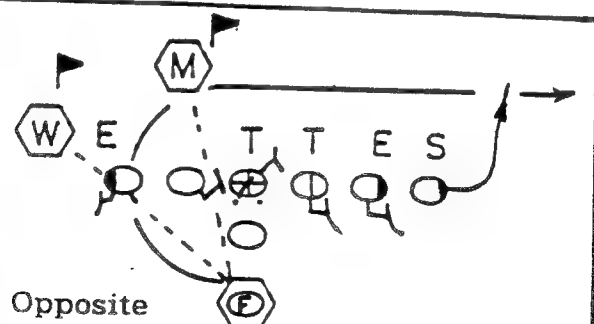


Check Opposite

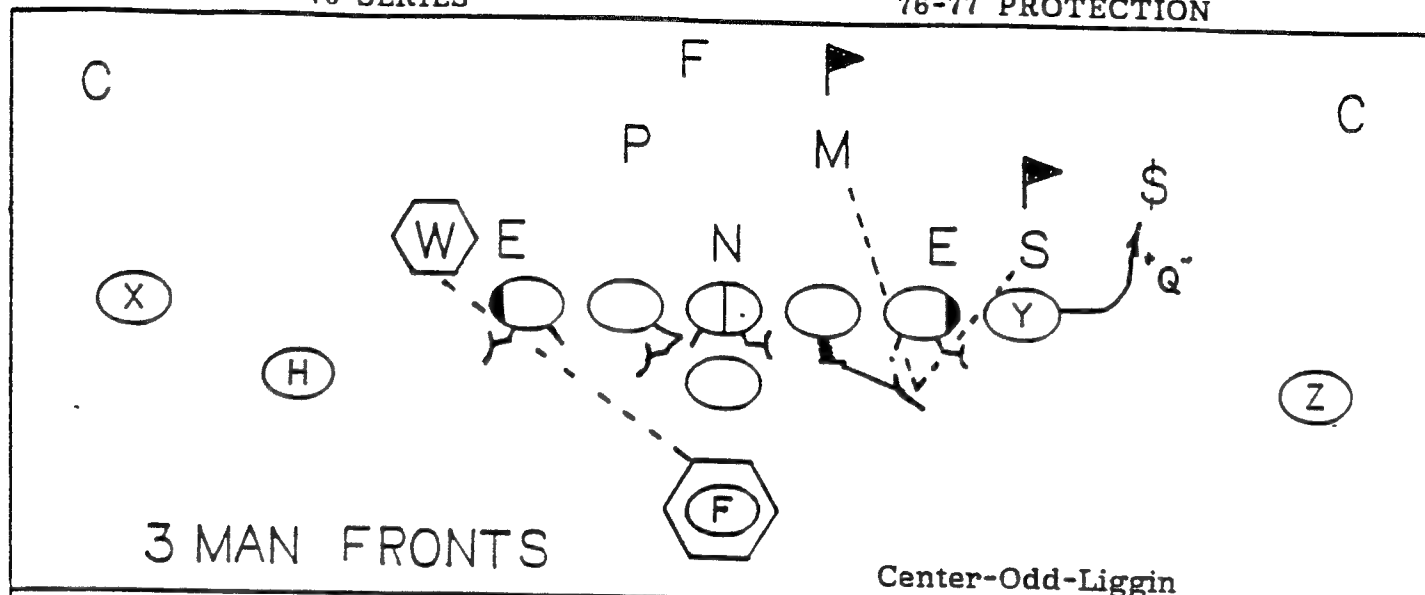
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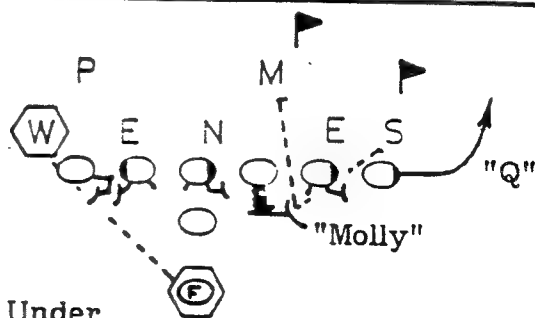


Check Opposite



Center-Odd-Liggin

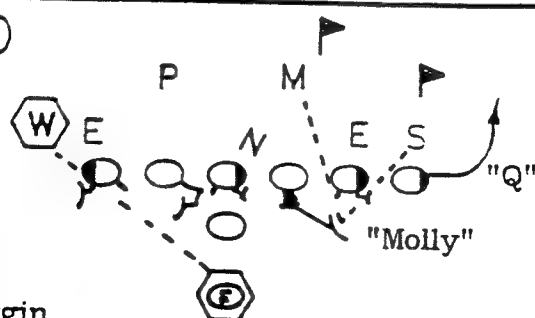
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Possible Check 60

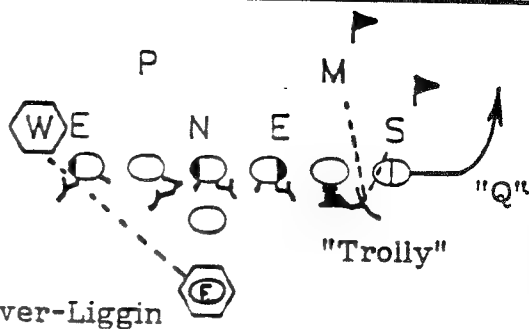
Center - Under

340



Center-
Odd-Liggin

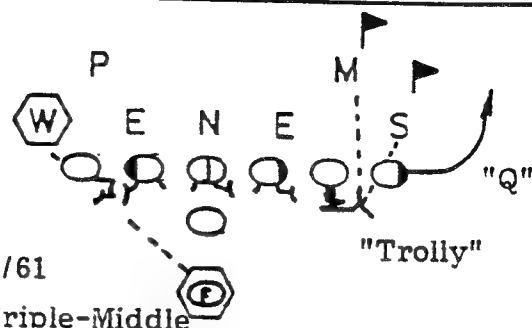
37



Possible
Check 61

Center-Over-Liggin

39

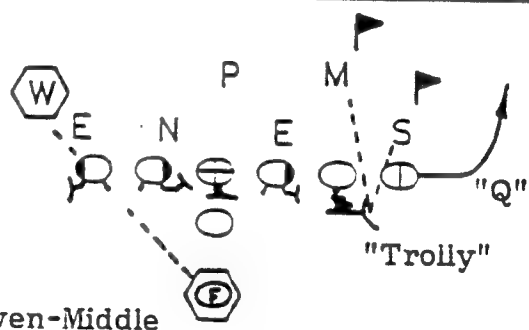


Possible
Check 60/61

Center-Triple-Middle

36

MIDDLE

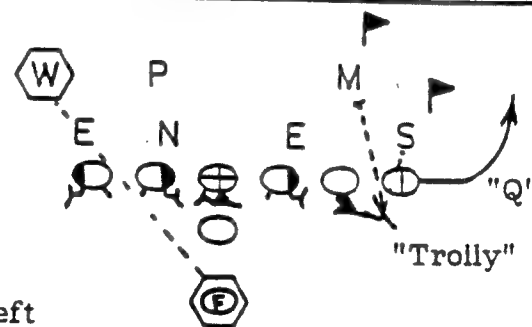


Possible
Check 61

Center-Even-Middle

36

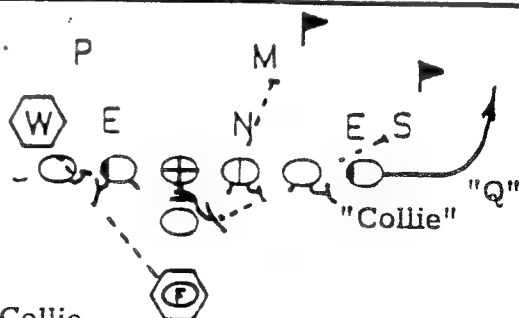
WEAK



Possible
Check 61

Center-Left

38 STR.

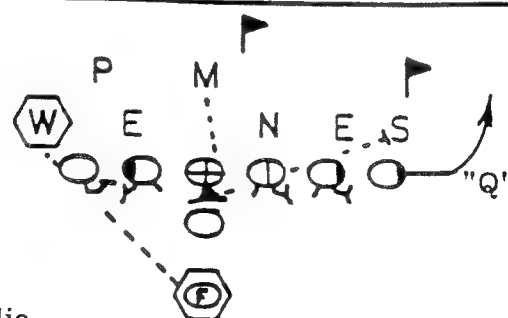


Possible
Check 60

Center Rt-Collie

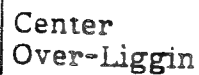
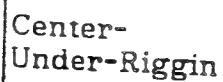
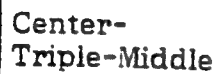
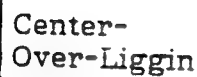
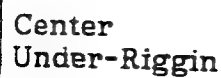
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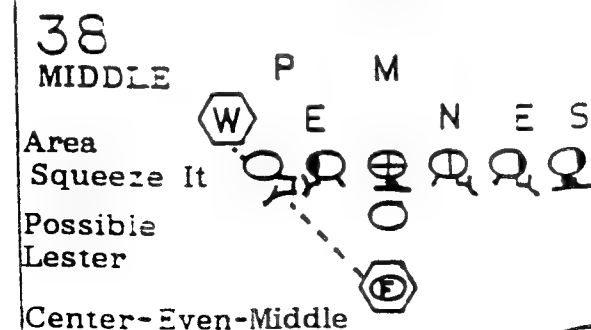
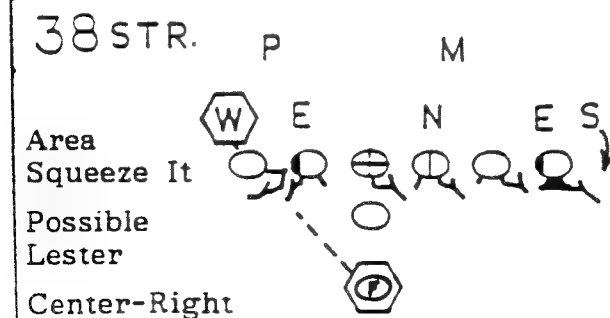
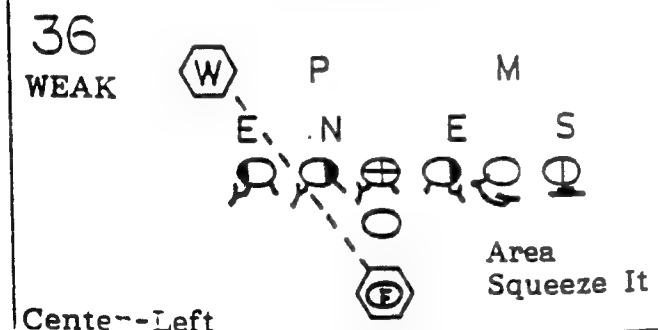
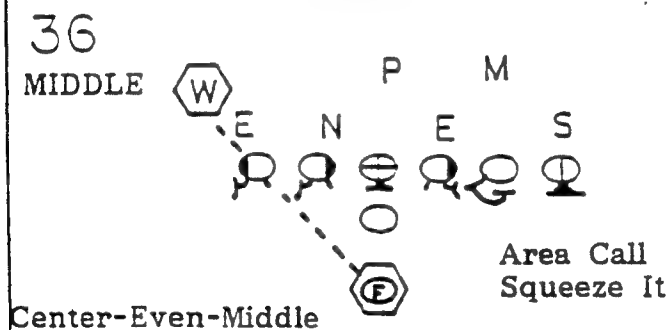
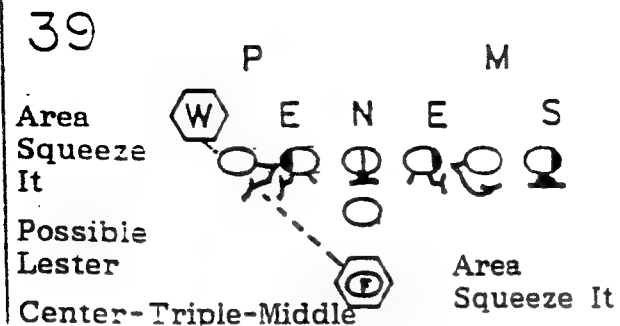
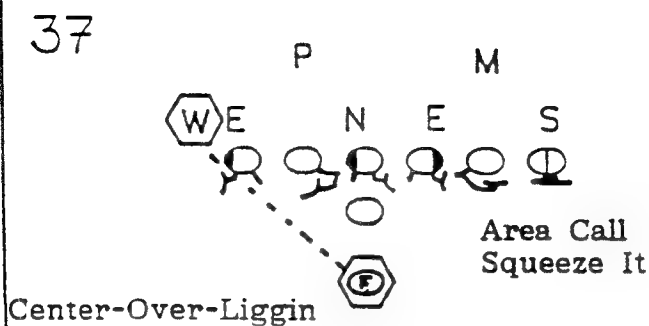
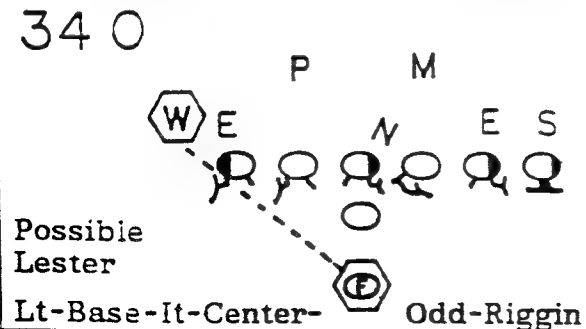
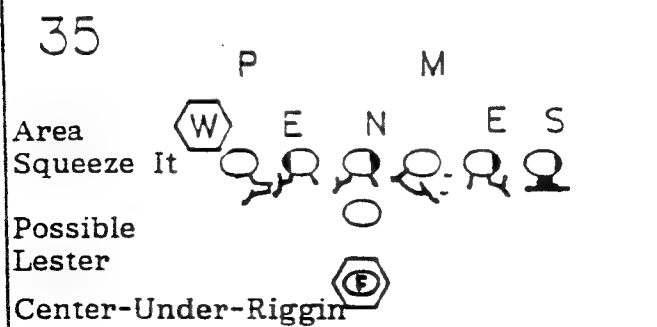
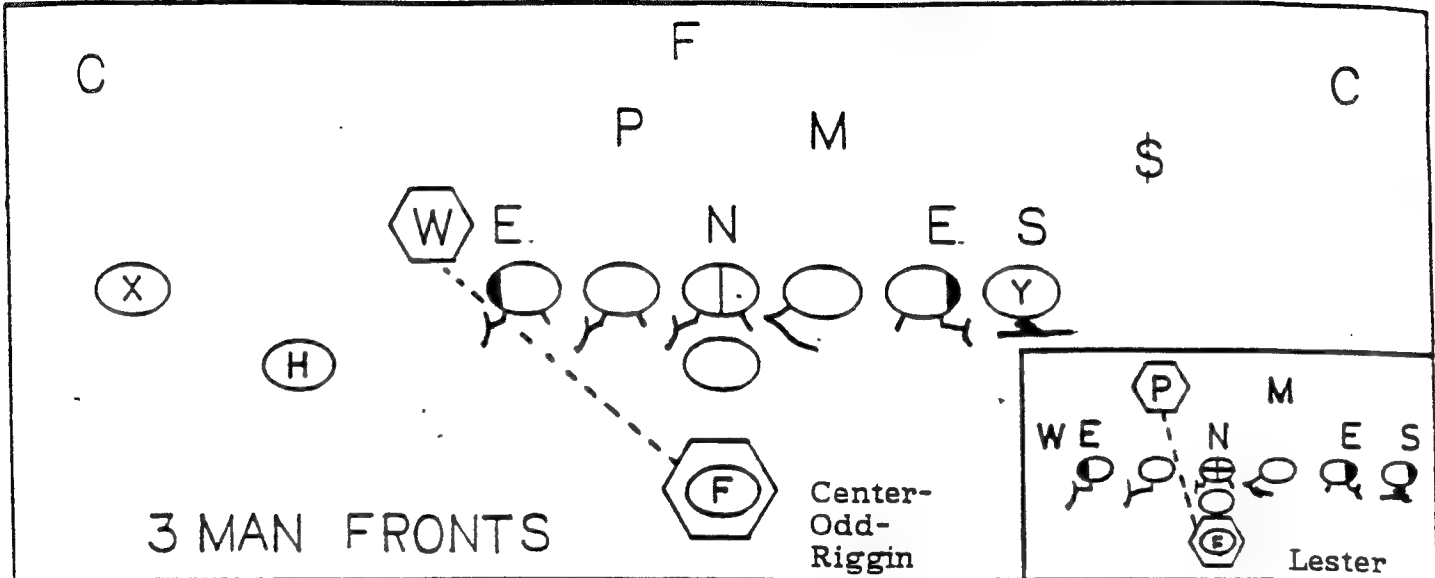
MIDDLE



Possible Check 60

Even-Collie





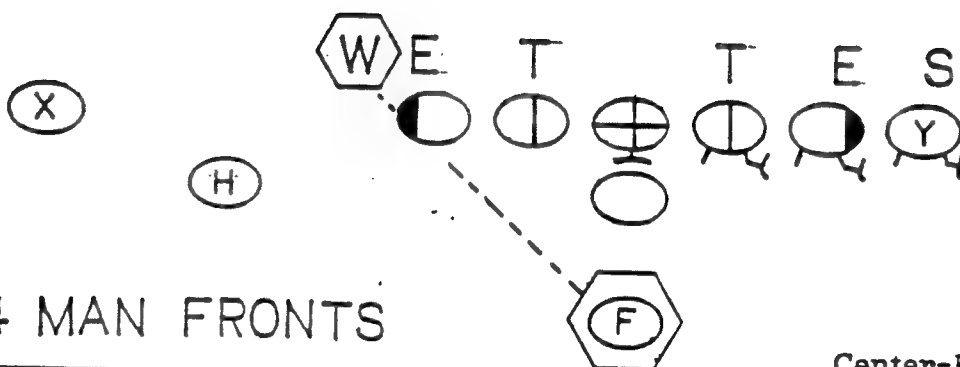
C

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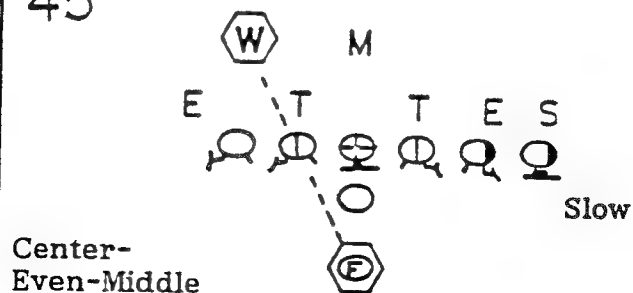
M

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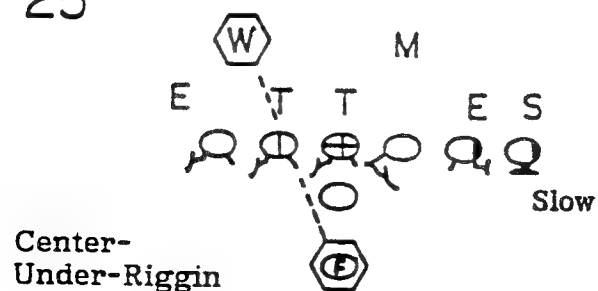


Center-Even-Middle

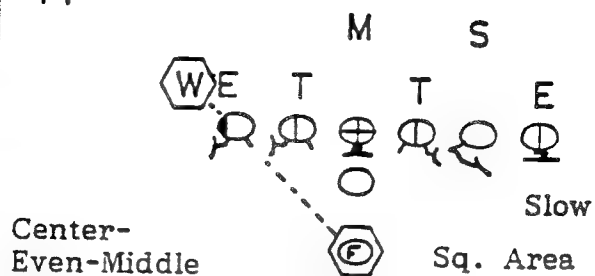
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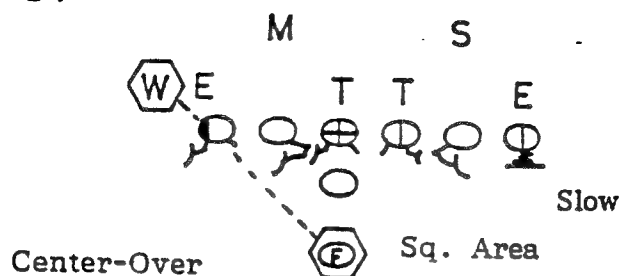
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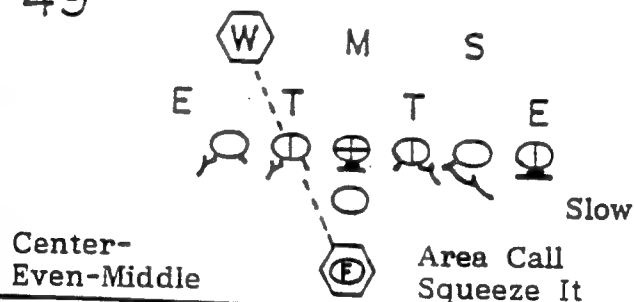
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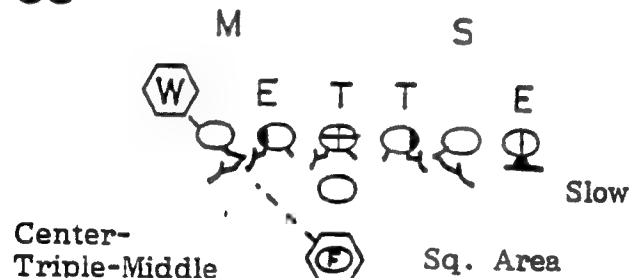
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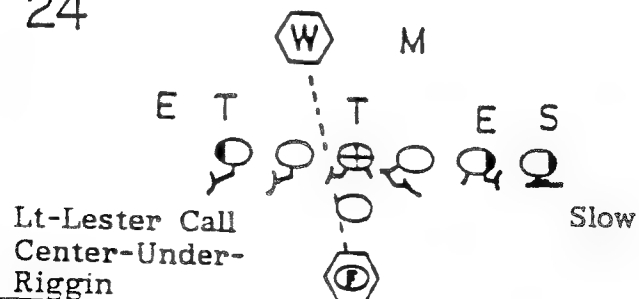
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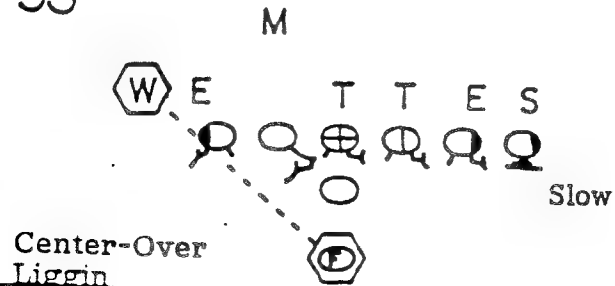
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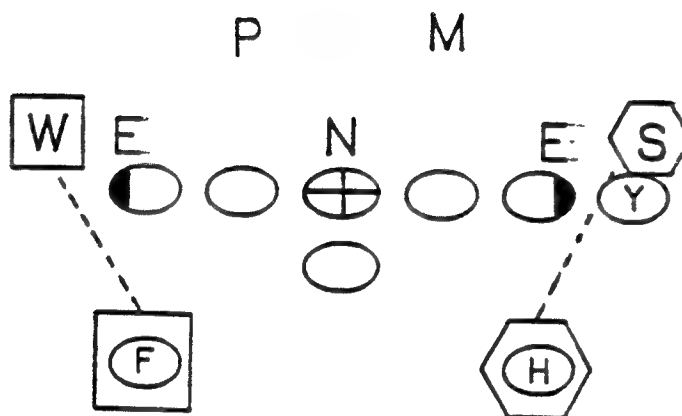
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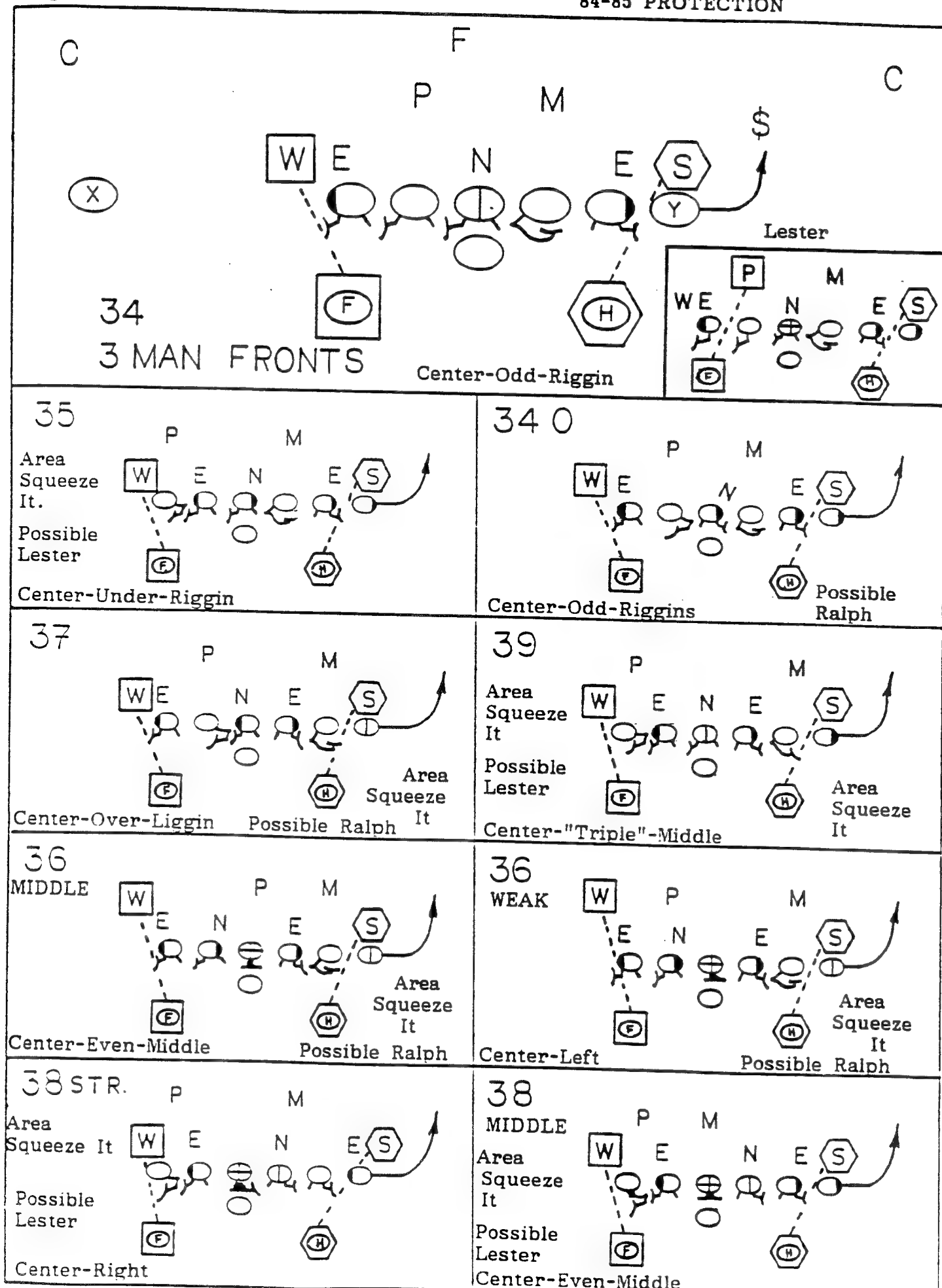


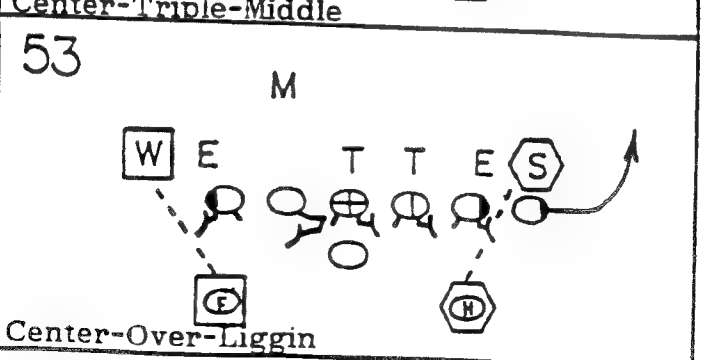
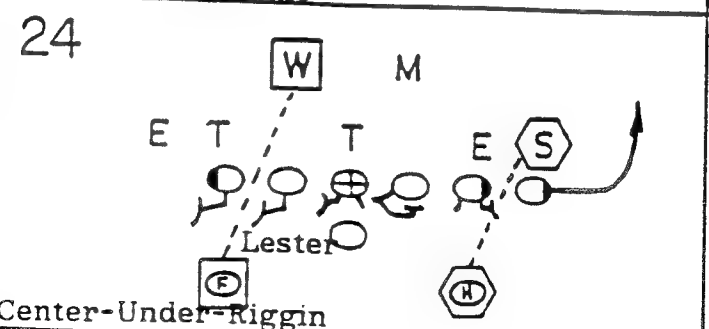
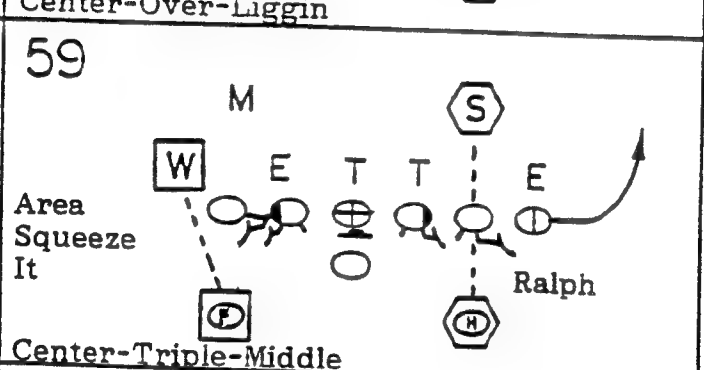
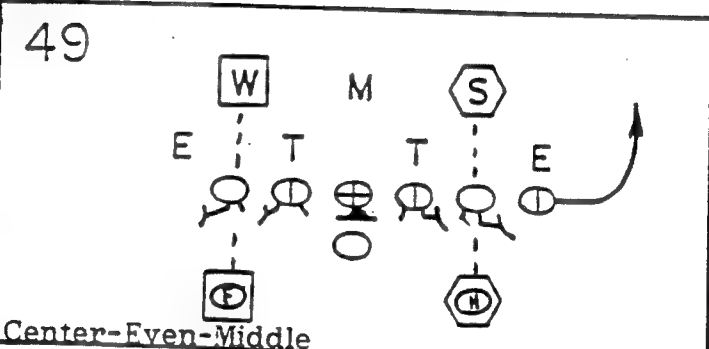
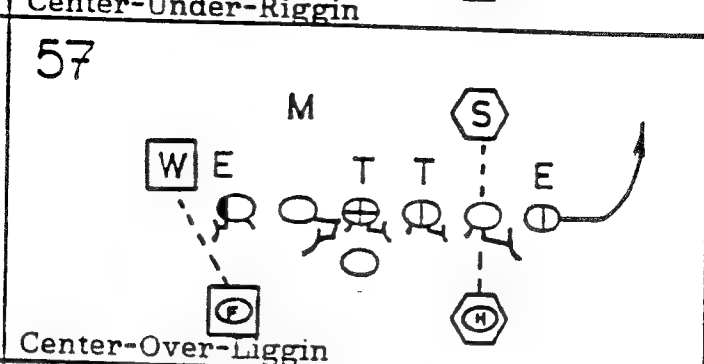
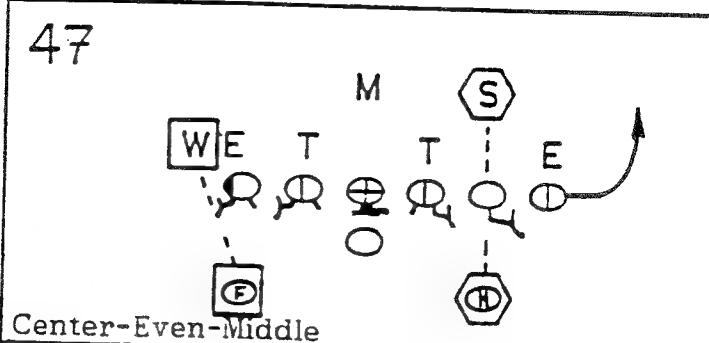
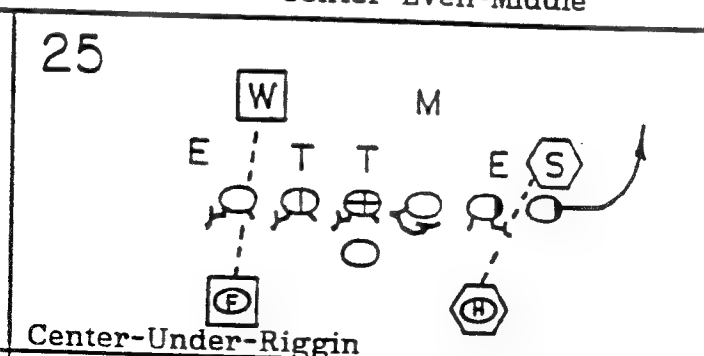
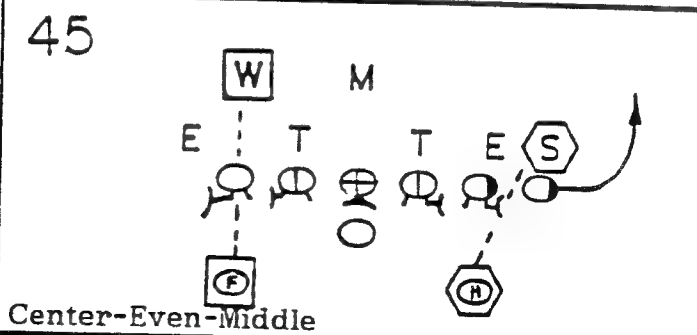
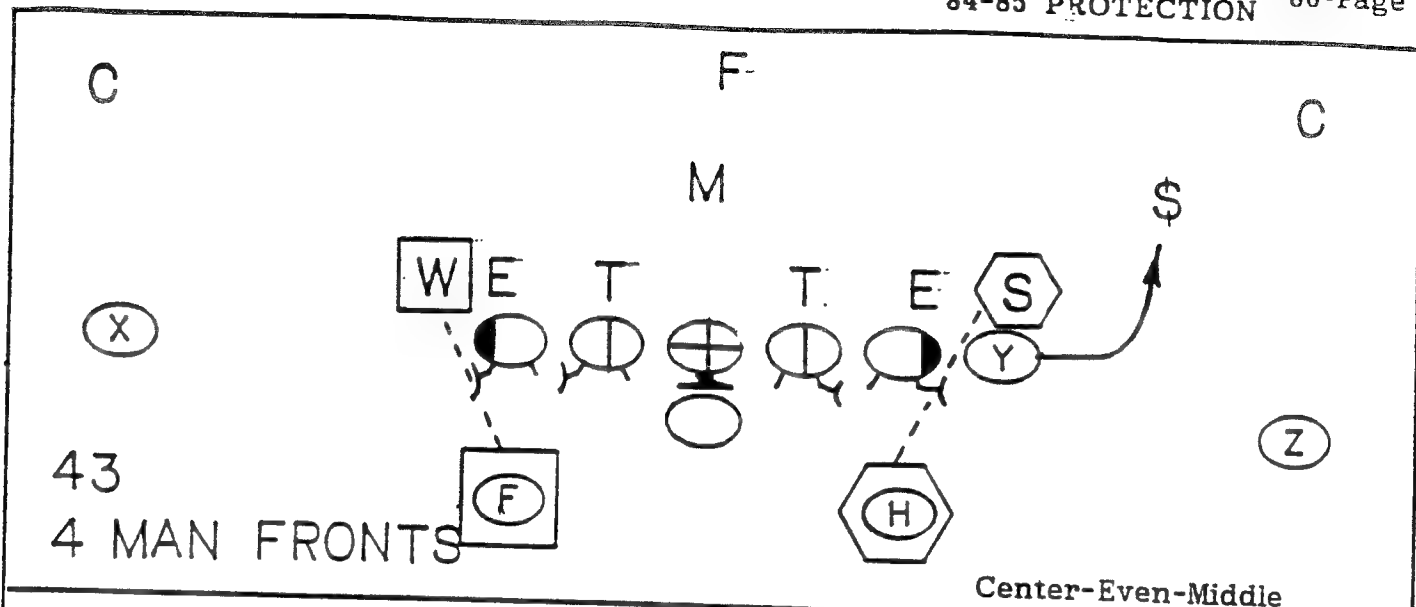
80 SERIES

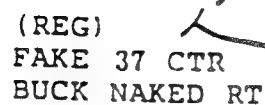
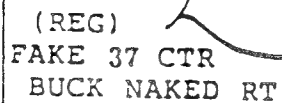
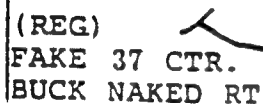
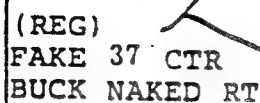
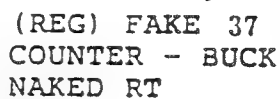
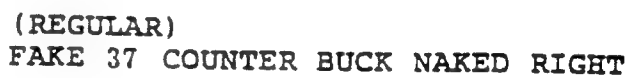


This is a split flow series where the FB flows weak side and HB flows strong side.

1. Three, Five or Seven step drop (QB will call "Short" to indicate a 5 step drop, "3" for a 3 step drop).
2. 84-85 -- Solid Protection - 7 Man Protections -- FB and HB check release.
Ralph/Lester Strong or Weak.
3. 84-85 MAX = MAXIMUM PROTECTION - 8 MAN PROTECTION -- Tight End "Slow" with fullback looking for #4!



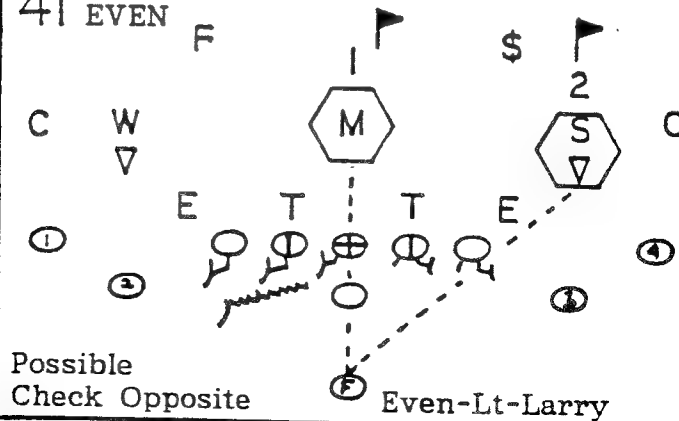




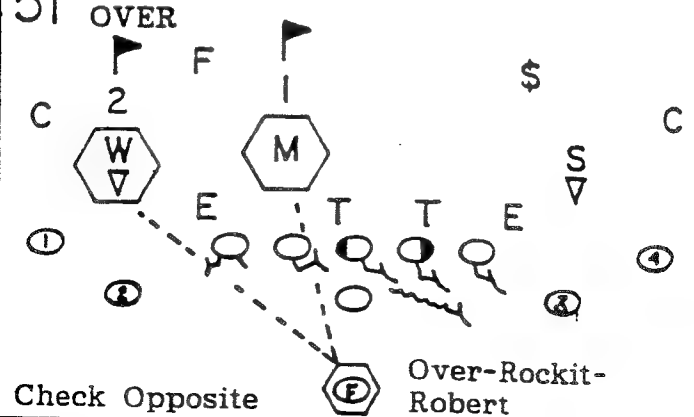
To eliminate the 100% consistency of the line blocking the LB bump area, we will on occasion use NK 60/61.

1. The back will align to the call side or in the middle.
(May have to shift if checked).
3. The line will use "Roger", "Robert", "Louie" or "Larry" to handle their slide responsibilities to the right or left.
3. Since a "Q" is built in on both side, there is no breakoff.
4. No Safety Blitz Adjustment.

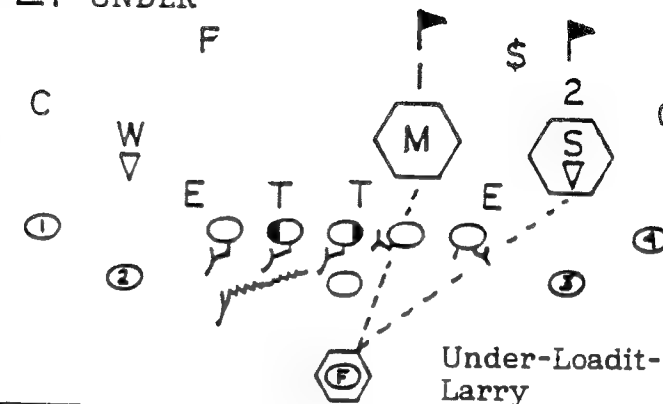
4| EVEN



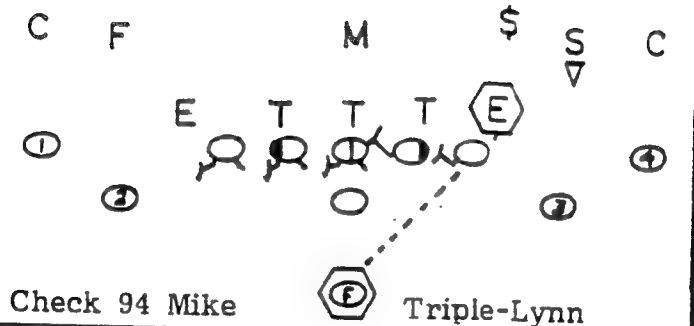
5| OVER



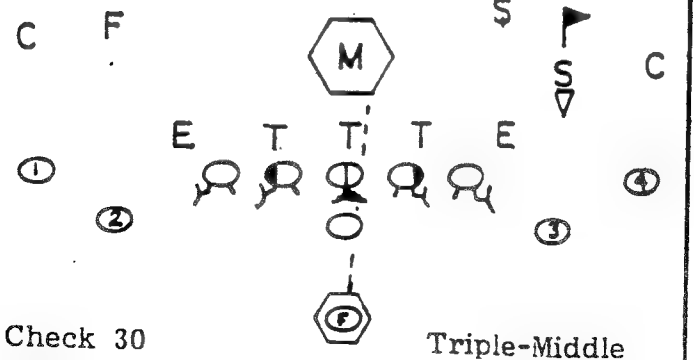
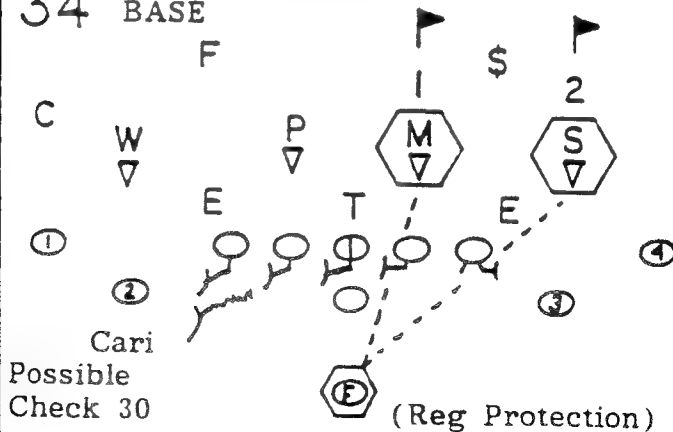
2| UNDER



PINTO



34 BASE



92 Protection is one we use VS NICKEL DEFENSES only. It allows us to be very flexible in our pass protection responsibilities while still being able to put together combination pass patterns that will work against the various nickel coverages we see.

The main benefit of 92 protection is that it allows us to assign blockers to block the people that we want them to block. In 4 man schemes, we assign our 5 linemen to block the defensive linemen and one linebacker. This frees our back to block the next potential blitz right or left.

A predominate feature of 92 protection is that we will design patterns that will go with this protection that result in "Quick" Throws. We want no QB sacks, pressures, or late hits. The rules (assignments) for 92 protection will change week to week depending on the strengths, weaknesses, and tendencies of our opponent.

COACHING POINTS:

If base defense or 3 man line, revert to regular pass protection rules. (QB will check to proper Scat Protection).

The back aligns to the best rusher (game plan), or to overshift VS overs and unders.

The pass pattern combination will dictate whether the QB lines up in the "Gun" (Shotgun) or regular.

We will always have a build in quick throw ("Q") for each pattern combination.

The back always blocks side of responsibility inside to outside.

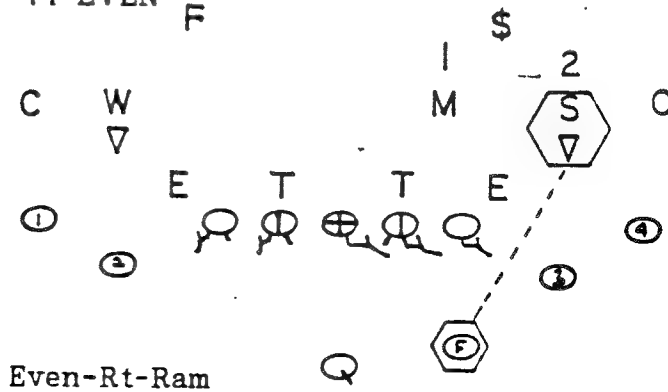
Since a "Q" is built in there are no break offs.

We will run 92 Protection VS all Even, Over, and Under looks. VS Pinto or Triples we can check to 94 Protection. The line will slide to the Mike linebacker and block the 5 defenders to that side. The back will block the weakest end. (Game plan will determine which end).

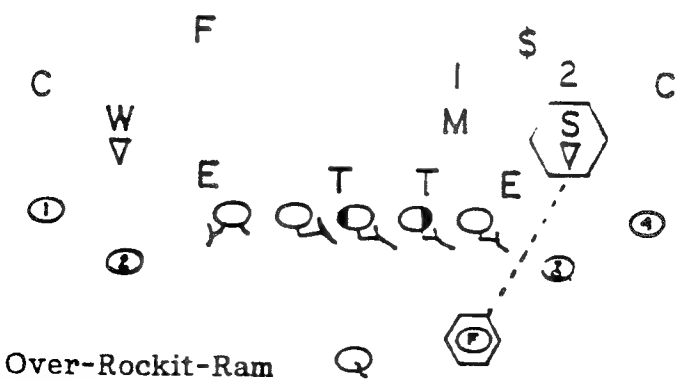
We can also check to 30 Protection VS Pinto or Triples. The line will block the 5 defenders on the LOS. The back will check the Mike then help on the nose.

VS base defense or 3 man lines we will check to a regular Scat Protection.

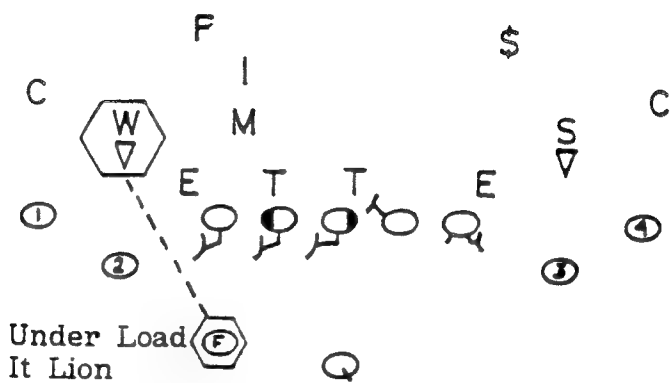
4 | EVEN F



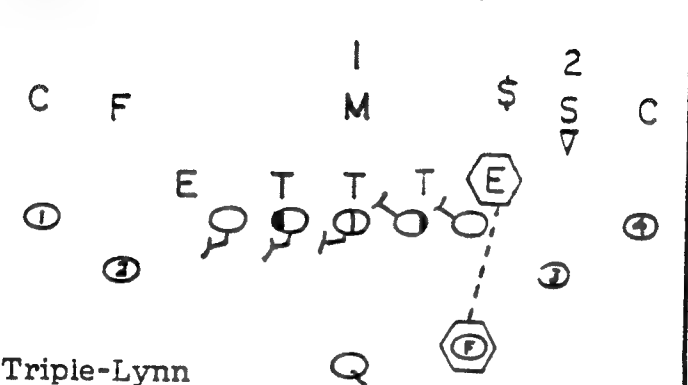
5 | OVER F



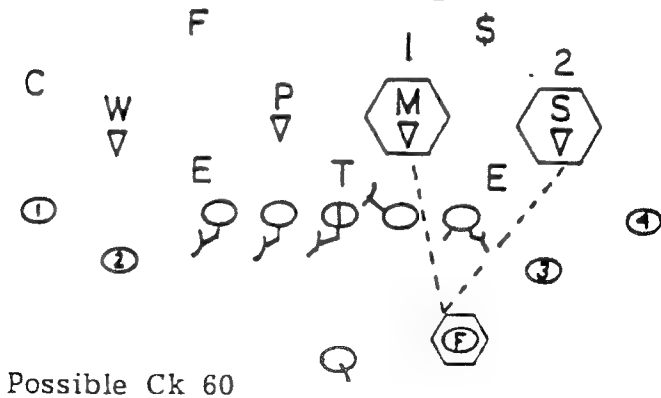
2 | UNDER F



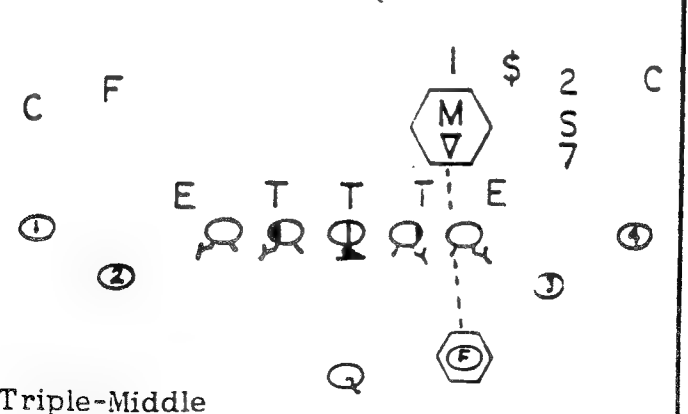
PINTO (Check 94 Mike)



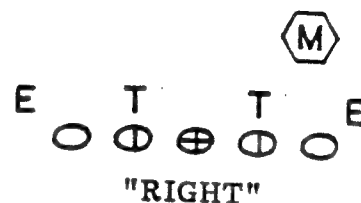
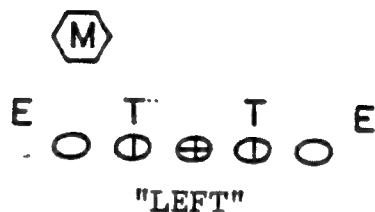
34 BASE (Check to Reg Scat) Pro.



PINTO (Check 30)



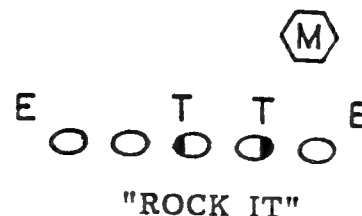
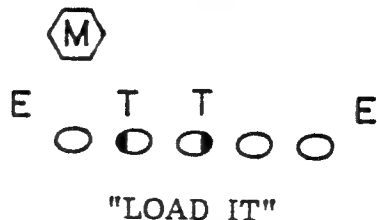
RIGHT-LEFT - Directional call made by the center when uncovered to determine the "Mike" linebacker and his blocking responsibility.



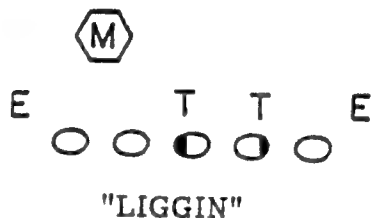
RIGHT HARD - LEFT HARD - Directional call made by the center with the tackle to the call side making a HARD call. This call instructs the line to slide toward the hard side to area block the three defenders.



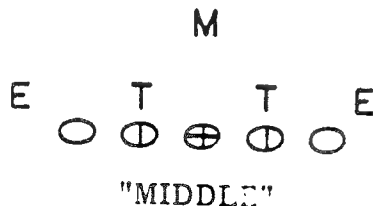
ROCKIT-LOADIT - Directional call made by the center instructing the line to slide right or left to huddle the two down linemen and the "Mike" linebacker in Over and Under looks. Back always aligns to over or under.



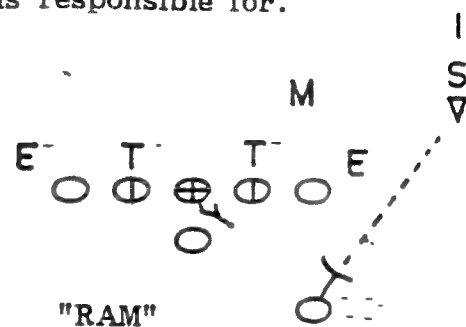
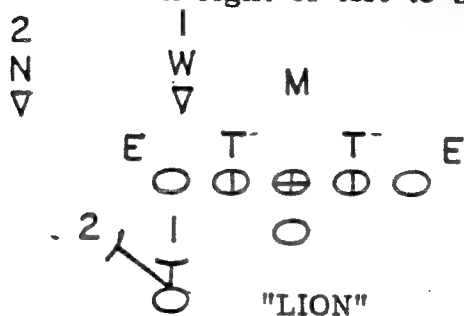
RIGGIN-LIGGIN - Directional call made by the center instructing either the Right Guard or Left Guard to handle the "Mike" linebacker in Over and Under Looks. Back always aligns to over or under.



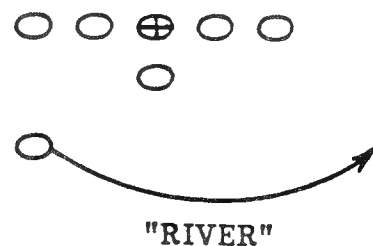
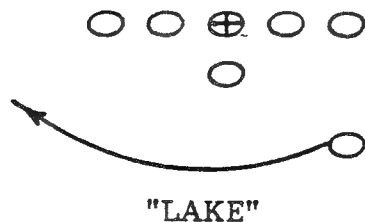
MIDDLE - Directional call made by the center that the "Mike" linebacker is in the "MIDDLE" and that he is the center's blocking responsibility.



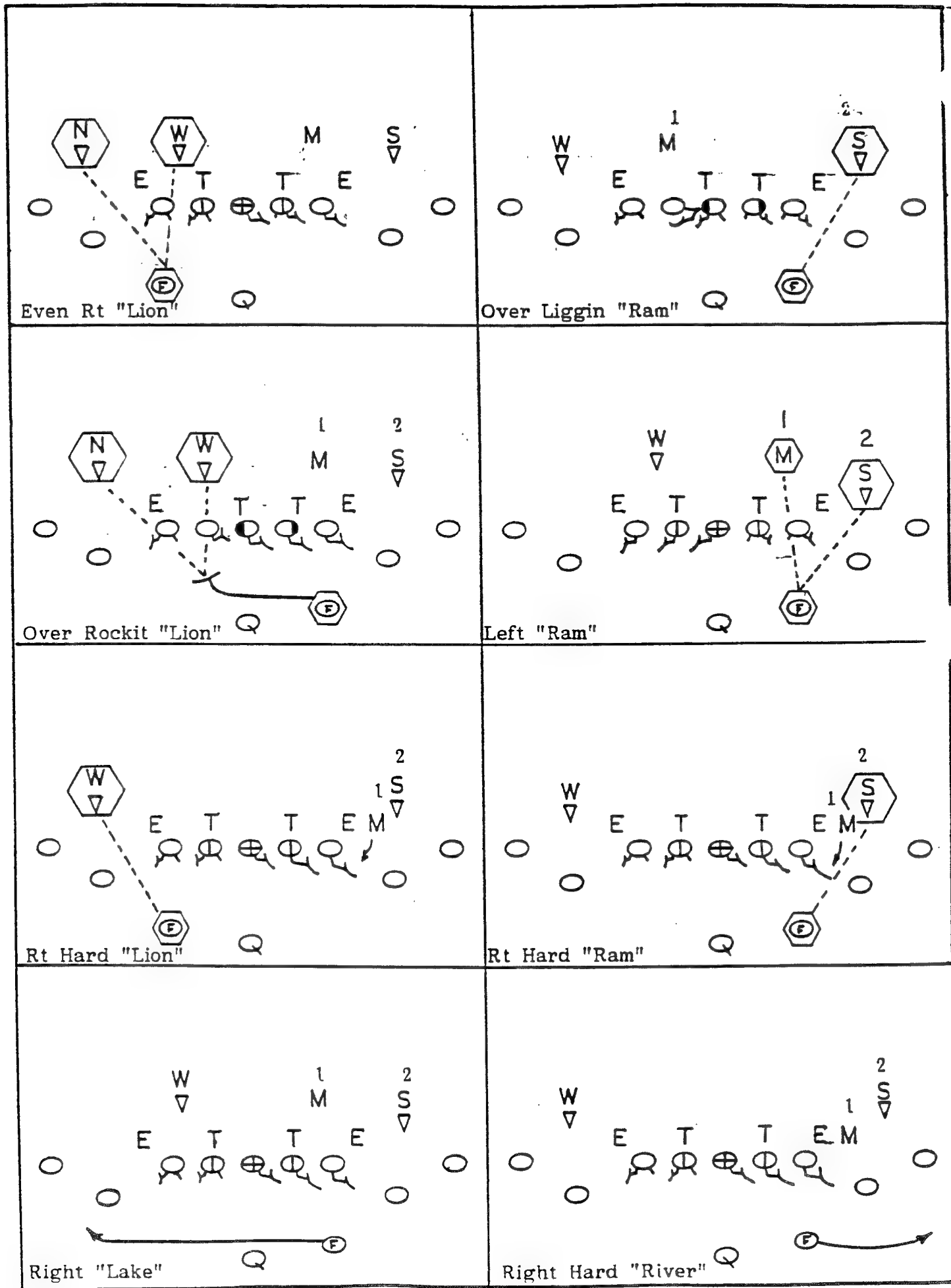
RAM-LION - Call made by the QB instructing the running back to block right or left to block the defender he is responsible for.



RIVER-LAKE - Call made by the QB instructing the running back to Scat wide right or left. This term means that the back has no blocking responsibilities! QUARTERBACK: Always river or lake away from the 3 man pattern combinations.



EXAMPLES OF 92 NICKEL PROTECTION



MINI CAMP II 1993
PROTECTIONS

<p>C</p> <p>P M</p> <p>W E N E S</p> <p>(X)</p> <p>(H)</p> <p>(F)</p> <p>(Y)</p> <p>(Z)</p> <p>\$</p> <p>Sprint Right</p> <p>Strong Right</p>	<p>F</p> <p>C</p>
<p>35</p> <p>P M</p> <p>W E N E S</p> <p>(Reg) Sprint Right</p>	<p>43</p> <p>M</p> <p>W E T T E S</p> <p>(Reg) Sprint Right</p>
<p>37</p> <p>P M</p> <p>W E N E S</p> <p>(Reg) Sprint Right</p>	<p>53</p> <p>M</p> <p>W E T T E S</p> <p>(Reg) Sprint Right</p>
<p>36</p> <p>P M</p> <p>W E N E S</p> <p>(Reg) Sprint Right</p>	<p>25</p> <p>W M</p> <p>E T T E S</p> <p>(Reg) Sprint Right</p>
<p>38</p> <p>P M</p> <p>W E N E S</p> <p>(Reg) Sprint Right</p>	<p>46</p> <p>\$ M</p> <p>W E N E B B</p> <p>(Reg) Sprint Right</p>

PLAY DESCRIPTION - Full reach protection with the QUARTERBACK sprinting out to the call side - Must protect the QB all the way to the sideline - Offensive line will ZONE PICK UP on all twists and blitzes inside.

CENTER - Block "O" (FULL REACH TECHNIQUE) - Work to keep shoulders square to LOS.

ON GUARD - Block #1 (FULL REACH TECHNIQUE) - Work to keep shoulders square to LOS - No one coming into your area, lunge back.

ON TACKLE - Block #2 (FULL REACH TECHNIQUE) - Work to keep shoulders square to LOS - No one coming into your area, lunge back.

OFF GUARD - Block #1 (FULL REACH TECHNIQUE) - Work to keep shoulders square to LOS - No one coming into your area, lunge back.

OFF TACKLE - Block #2 (FULL REACH TECHNIQUE) - Work to keep shoulders square to LOS - No one coming into your area, lunge back.

TIGHT END - Free release run Tag called.

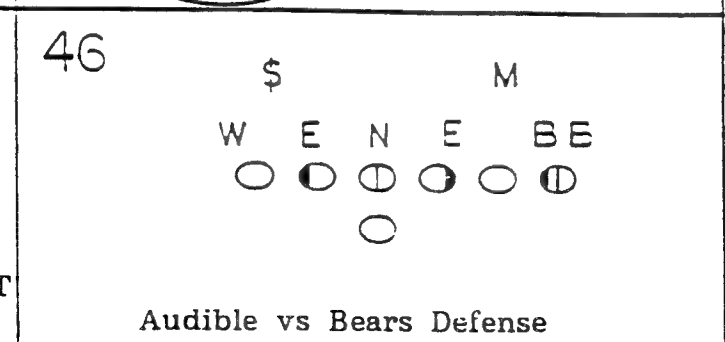
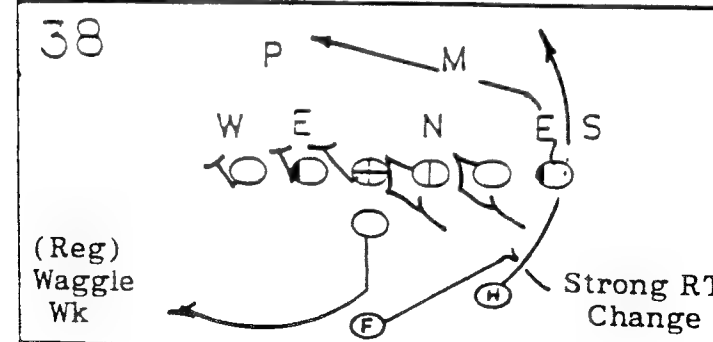
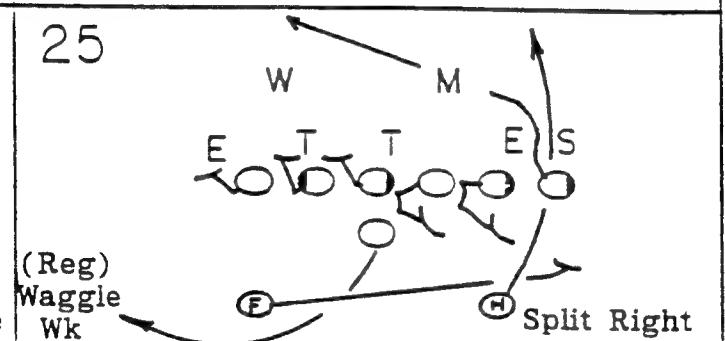
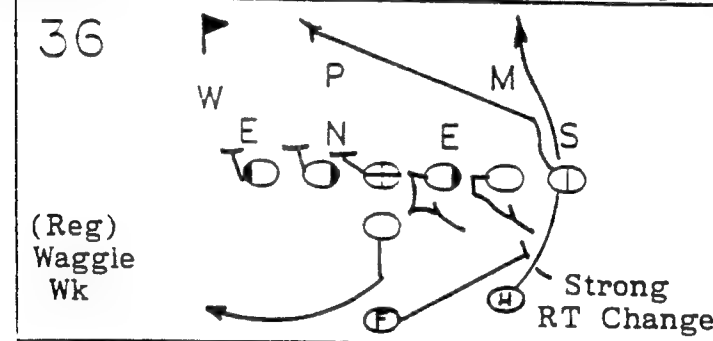
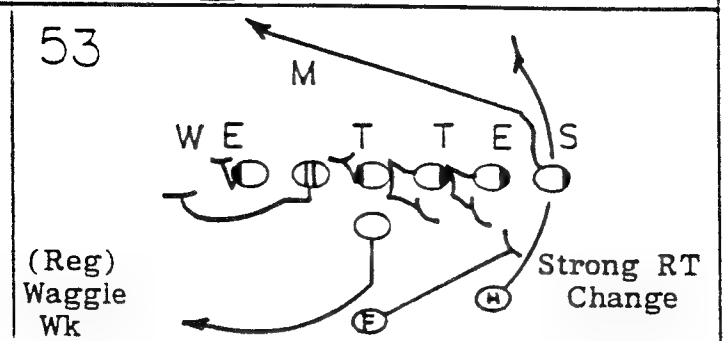
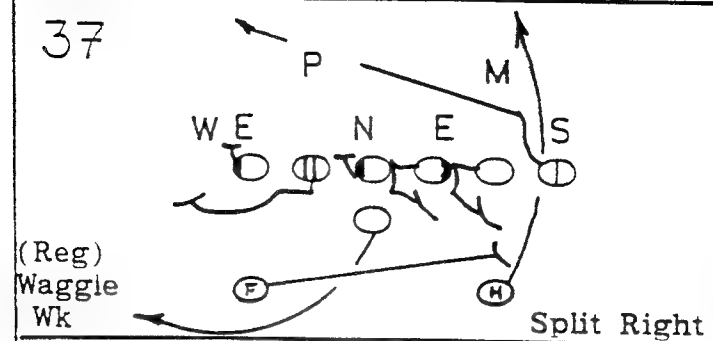
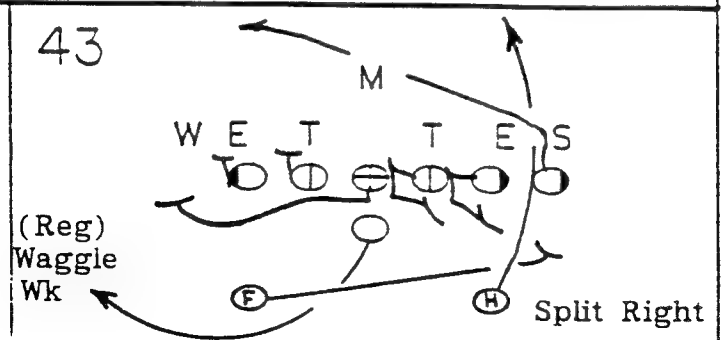
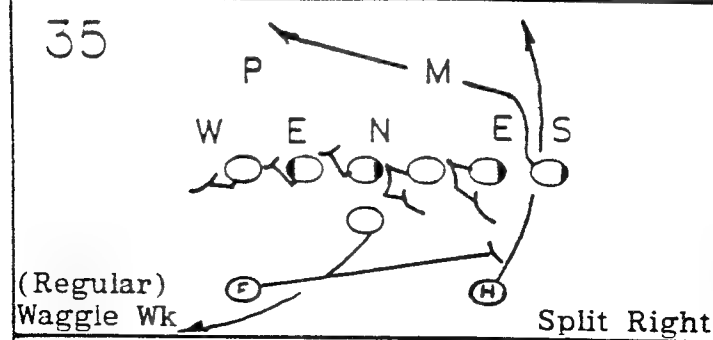
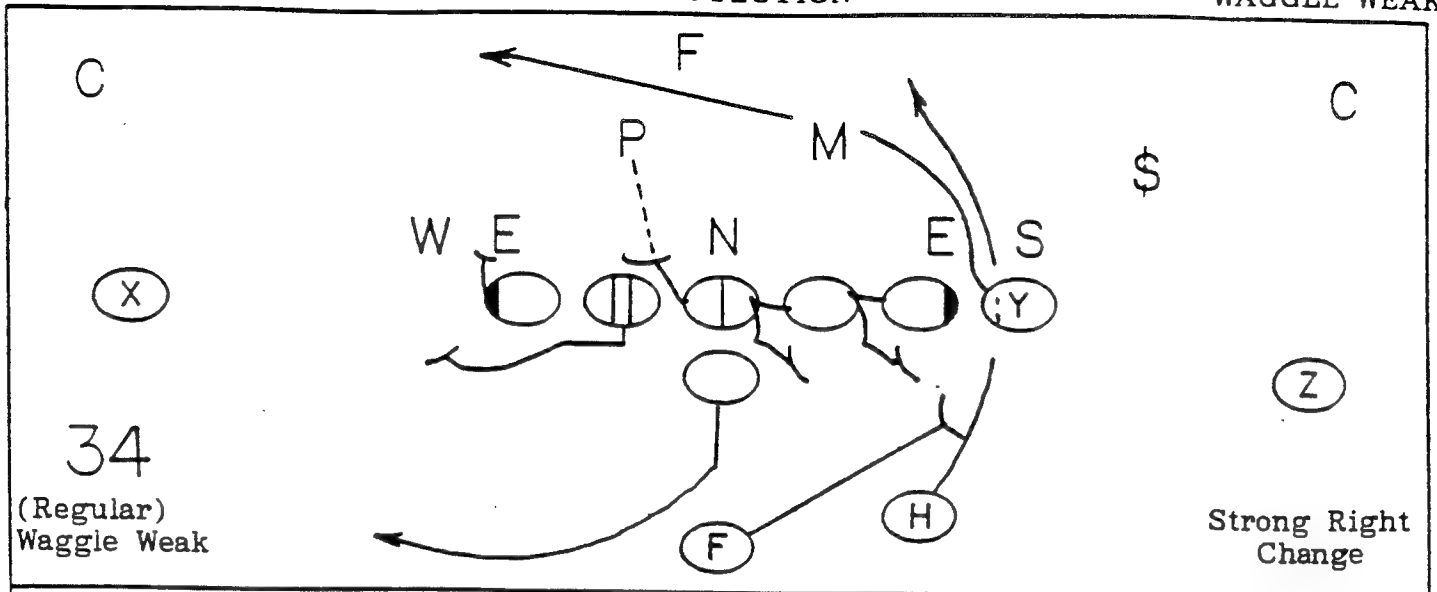
"F-BACK" - Block the first defender that shows outside the OT's block toward the Sprint...(Secure the Corner) - Alert Scrape LB'er.

"H-BACK" - Block the first defender that shows outside the tackle away from the Sprint.

QUARTERBACK - Fake 18 or 19 to the call side - Extend the ball to the faking back and then continue sprinting out - This ball Should be thrown on the run.

"Z" - Execute Tag called.

"X" - Execute Tag called.



PLAY DESCRIPTION: This is an out of pocket pass to the weak side of the formation. Running back must sell the run & make great fake then block first defender outside the tackle. Pulling linemen must stay low. Alert to trap the EMOL if he gets upfield quick.

CENTER vs man on you or reduction to the onside - slide onside on full man. vs 43 & 23 defense pull & block EMOL. Get some depth on your pull. Alert to trap the EMOL if he rushes upfield quick.

ON GUARD Reverse post foot vs man or & a reduction to your side. Pull vs Bubble block EMOL - get depth on your pull - alert. Trap the EMOL if he rushes upfield to quick.

ON TACKLE Reverse post foot vs man on - Ralph/Lester vs reduction to the onside.

OFF GUARD Slide onside one full man.

OFF TACKLE Slide onside one full man.

TIGHT END Run pattern called.

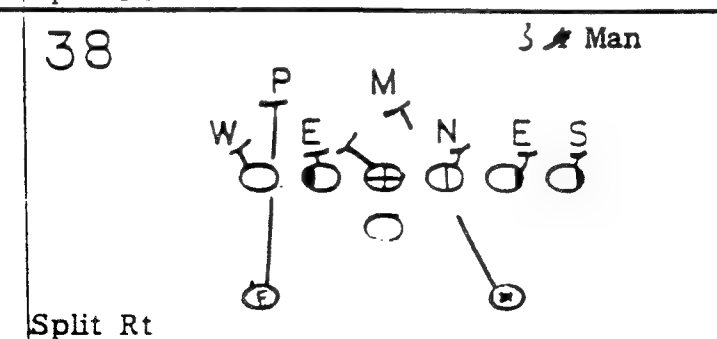
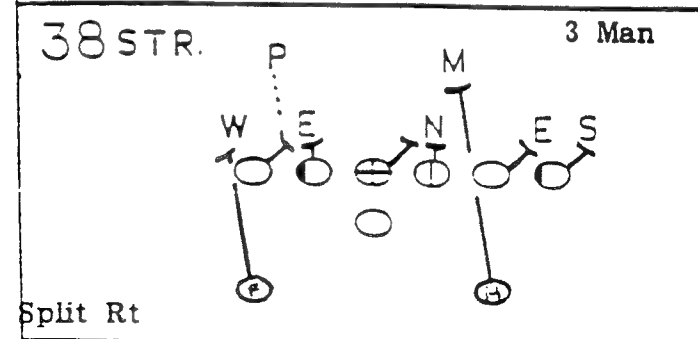
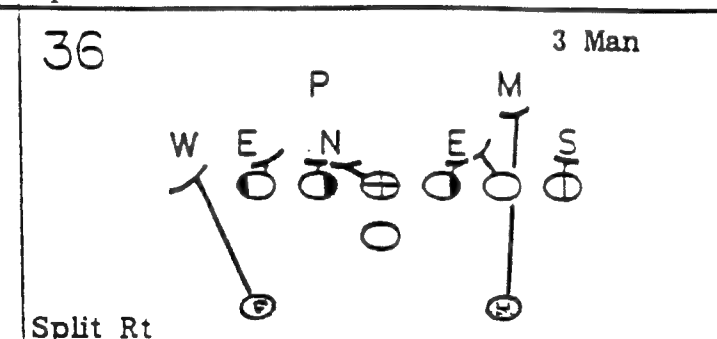
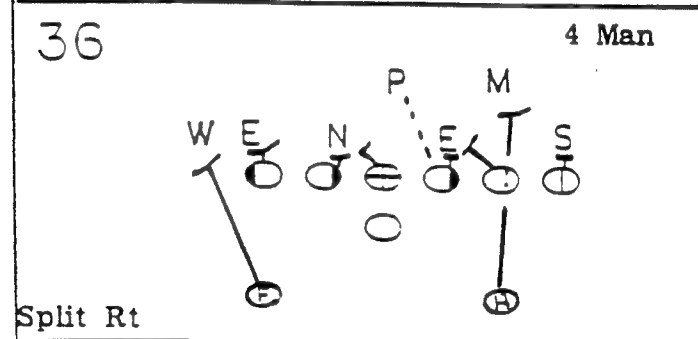
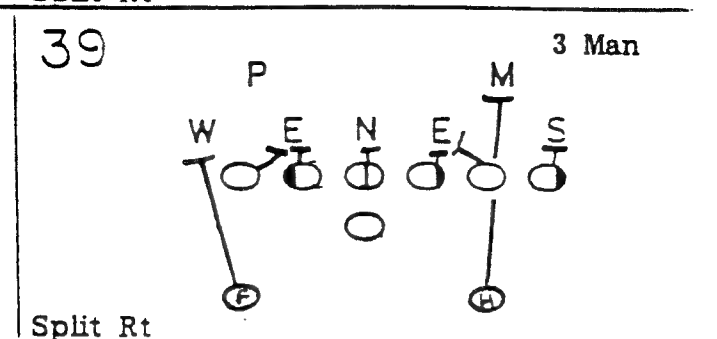
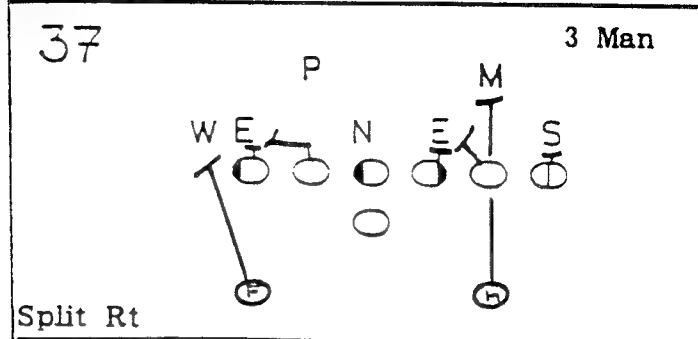
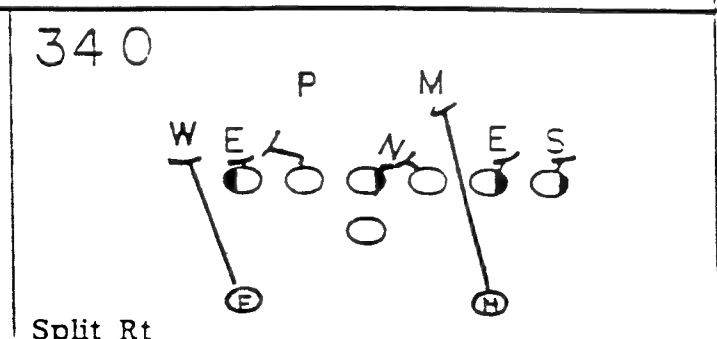
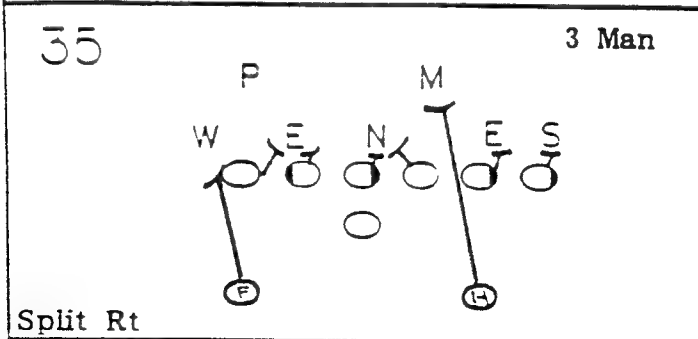
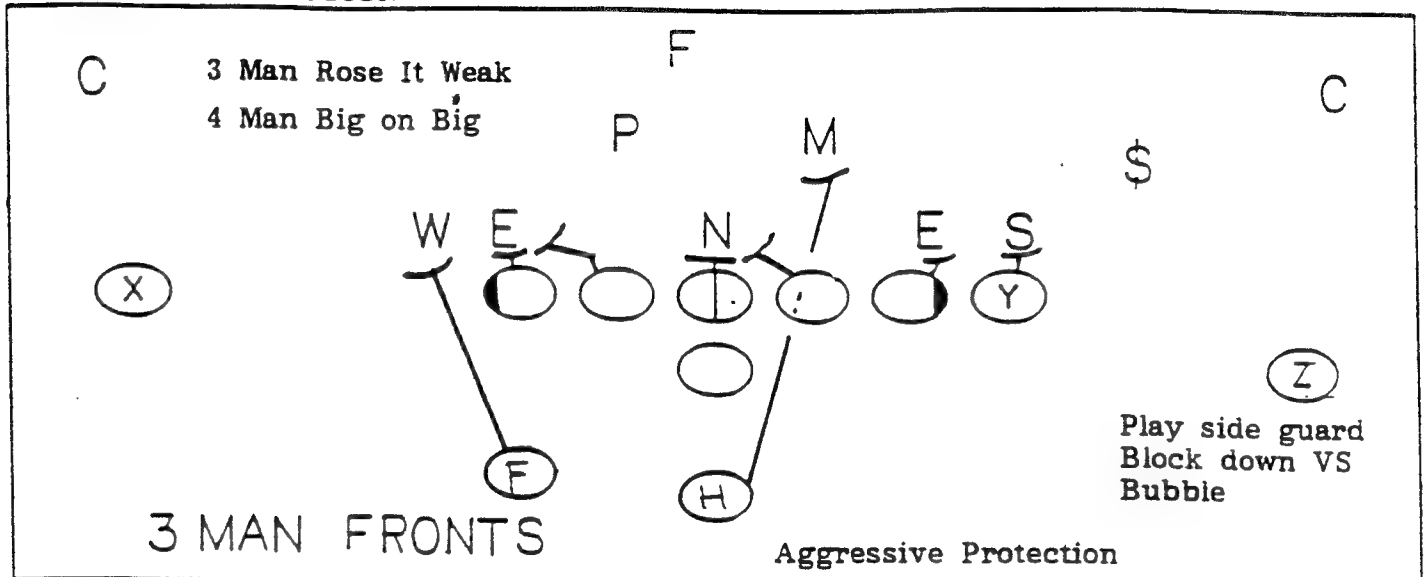
"H-BACK" Scat. Unless Max is called then block Sam to the strong safety.

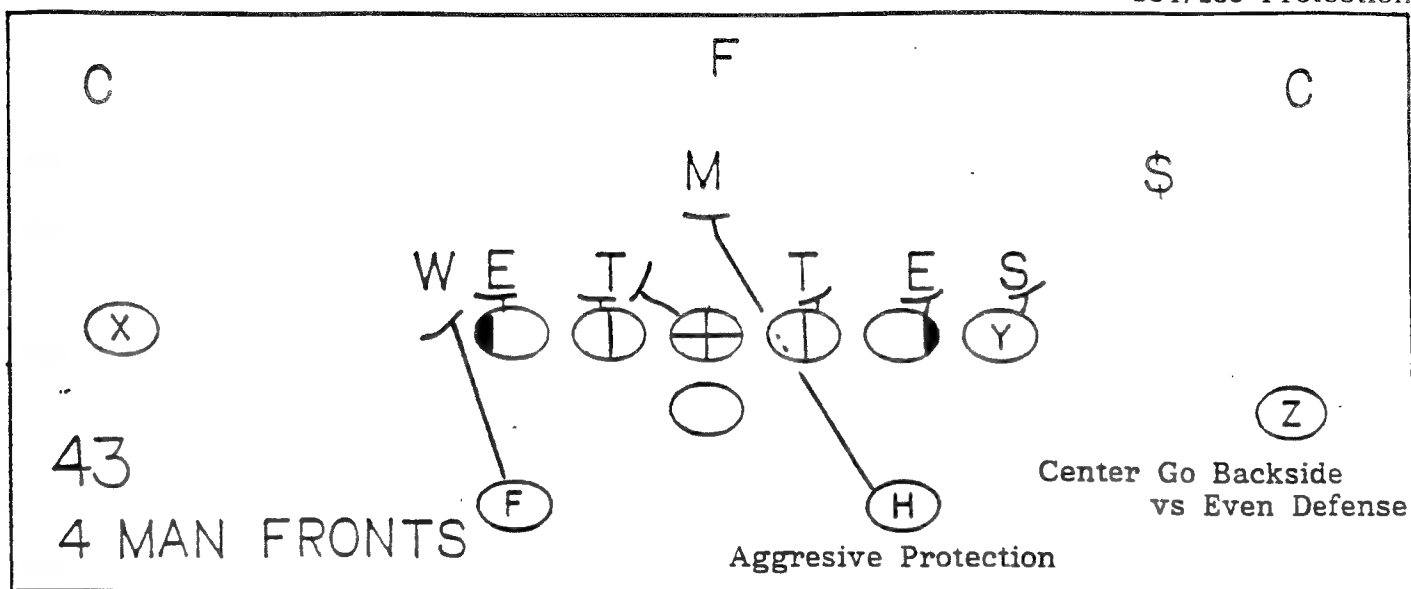
"F-BACK" Make good run fake sprint to the strong side and block first man outside the tackle.

QUARTERBACK Open up - flash fake throw on fifth step or break contain. From strong backs come straight back first then roll. From split backs you will come out a little flater.

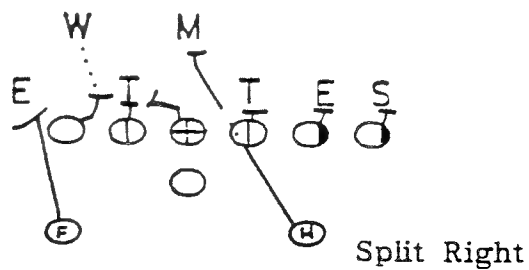
"Z" Run pattern called.

"X " Run pattern called.

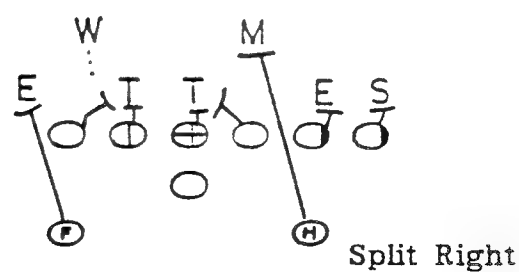




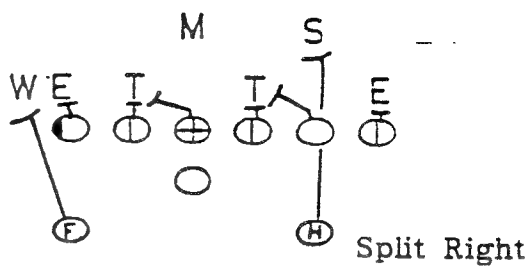
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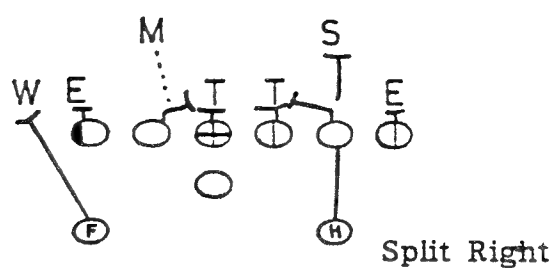
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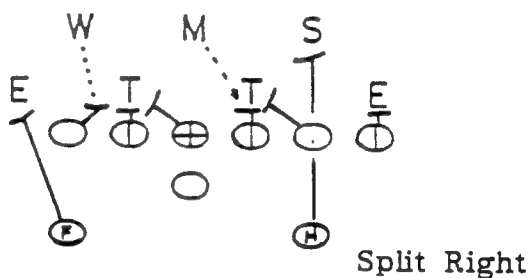
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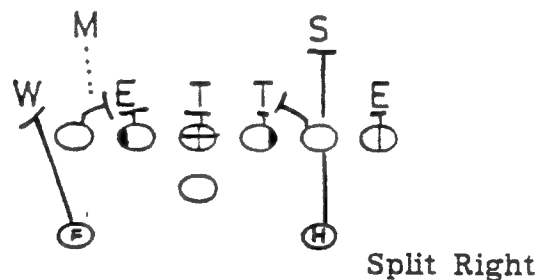
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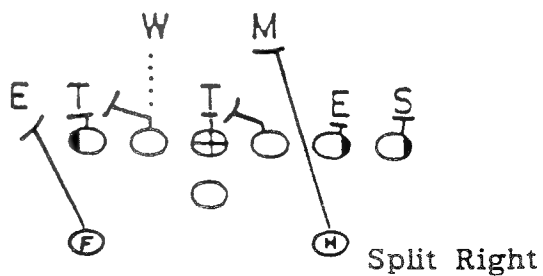
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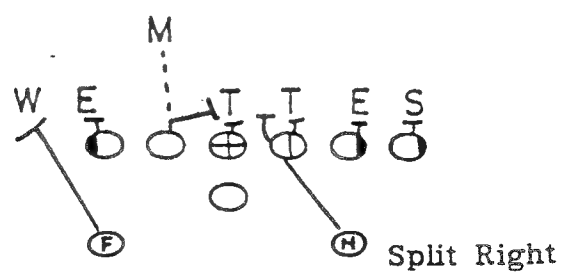
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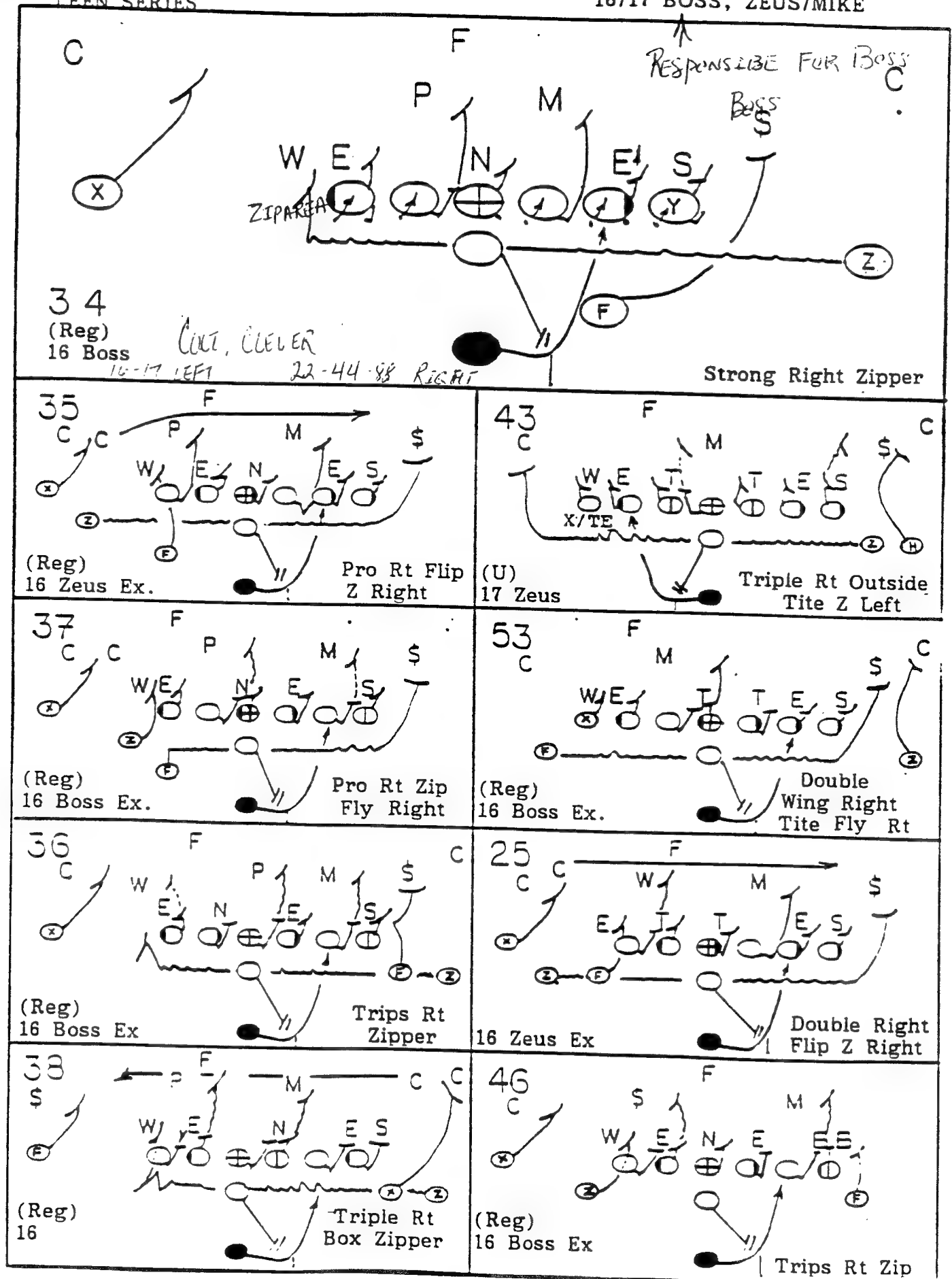
24



53



RUNS



PLAY DESCRIPTION - Strong side dive play with BELLY ACTION by the ball carrier with offensive front using power zone blocking principles! Important that we get movement up front so that the back can find creases and run to daylight. Strong side blocking schemes will be Boss; Zeus; Boss and Zeus Extra; Easy, Mike.

CENTER - Block "O" - (Play side gap technique) - Zone step with near foot - drive on playside number to armpit. If covered by linebacker or uncovered "Gap" with onside guard to middle or onside linebacker.

ON GUARD - Block #1 (Drive technique - Block point between his sternum and outside number). If #1 is a 1 linebacker, zone step - read linebackers outside number. If covered by a down lineman - "Gap" with center to onside linebacker.

ON TACKLE - Block #2 (Drive technique) - Block point between his sternum and outside number - Create Stretch!) If #2 is a linebacker - zone step - read the linebacker and feel defender aligned on tight end. Alert for scoop. If covered by down lineman, possible "POWER SLIP" with onside guard!

OFF GUARD - Block #1 - (playside gap technique) - When covered by a linebacker, zone step - Get "PUSH" on nose tackle. Make "B" call if covered by a down lineman and tackle is covered by a linebacker. Alert for B-1 or A-B-1 call VS a triple look.

OFF TACKLE - Block #2 - (playside gap technique) - When covered by a linebacker get "PUSH" on defender aligned on the guard. Alert for B-1 call - Cut off defender aligned on guard - may use "CUT" technique!

TIGHT END - Block #3
Onside

9 tech zone step outside foot. Target outside number.
 6 tech zone step outside foot on little finger, target chin.
 7 tech zone step inside foot. Target between numbers. If tackle call man, scoop is off.
 ALERT: "SCOOP" your call with covered 6 or 7 tech and tackle is uncovered.

Offside

6 tech drive cutoff.
 Poss. "C" w/tackle.
 9 tech wall. Poss sift
 7 tech scramble cutoff

"F-BACK" - On Boss - Block force. Be alert for force coming inside the Y's block. Aiming point on the defender is outside number to armpit. Stretch it.
 On Zeus/Mike - Block EMOL backside. Get into L.O.S. to get him cut off.

"H-BACK" - Ball carrier - Feet are 6 1/2 yards deep - Use drop open, cross-over, then plant step to get width. Roll into the hand-off getting shoulders almost square. Aiming point is tackle's butt. Get into linemen's heels before you make a cut. Run to daylight.

QUARTERBACK - Open step 45° to the side of the hole called. Get the ball to the ball carrier as deep as possible. Look the ball into his pocket - Ball carrier's aiming point is tackle's butt - Drop 5 quick steps and set to pass.

"Z" - Boss - Block deep third - Zipper motion block zip are.
 Zeus - Block Force.

"X" - Block Cutoff.

TEEN SERIES

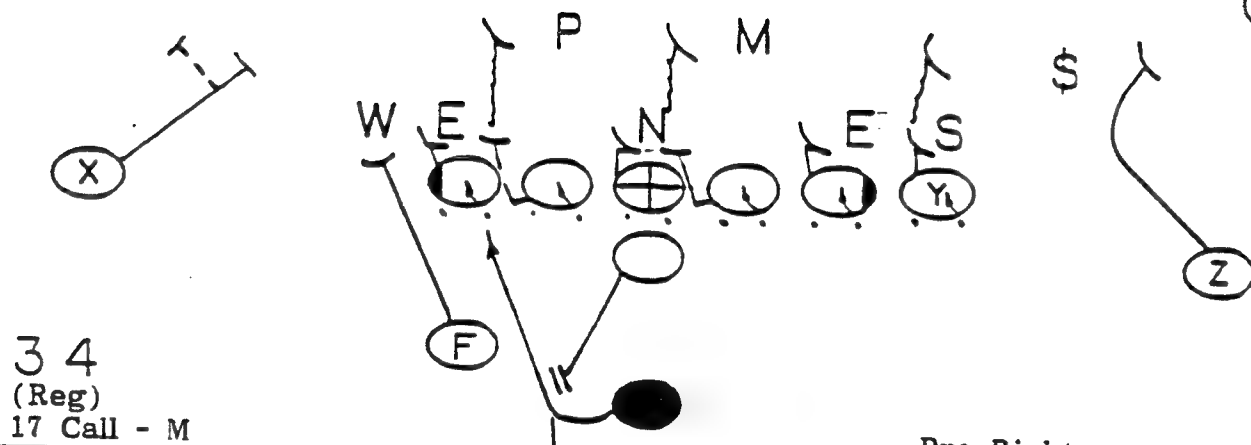
17 Bell?

16-17 CALL -- FAN,
(RALPH - LESTER)

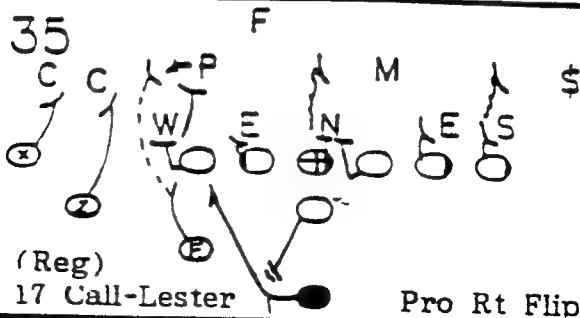
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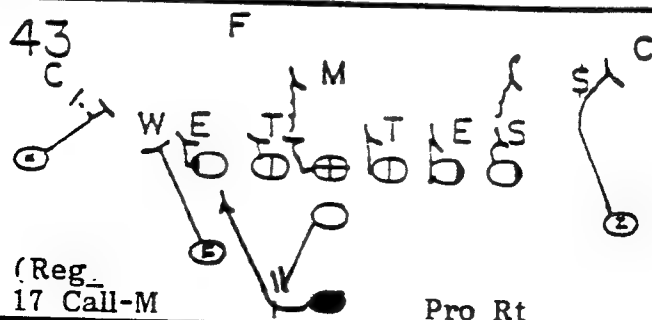
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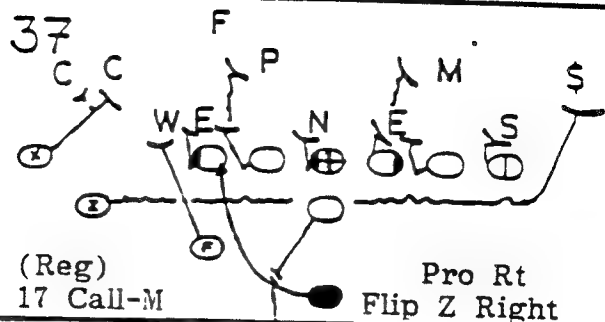
Pro Right



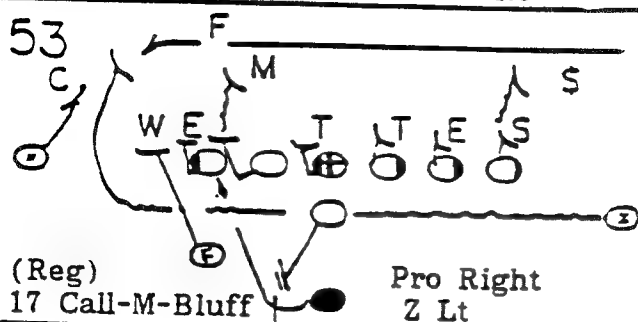
Pro Rt Flip



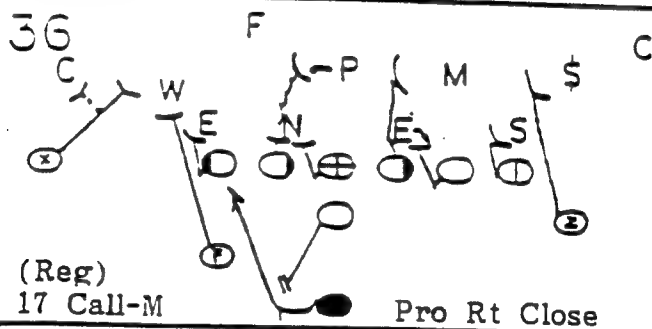
Pro Rt



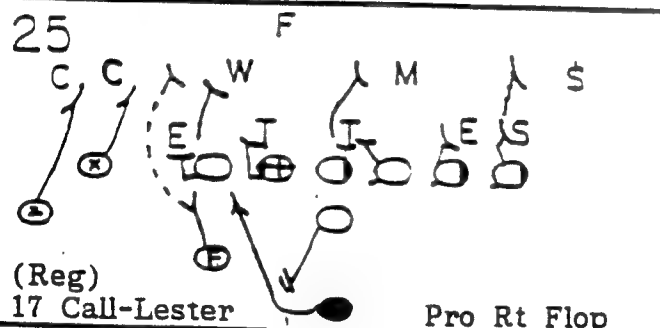
Pro Rt
Flip Z Right



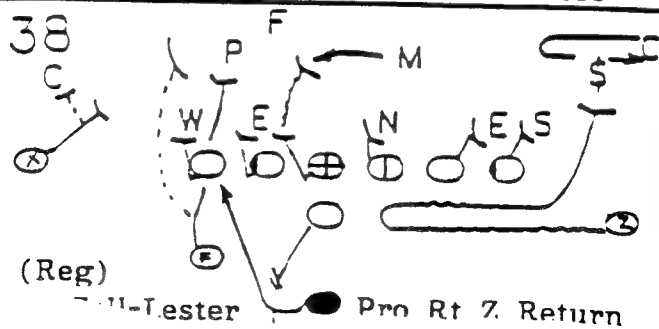
Pro Right
Z Lt



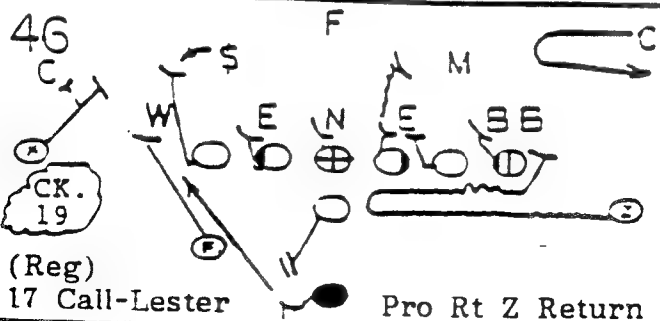
Pro Rt Close



Pro Rt Flop



Pro Rt Z Return



Pro Rt Z Return

PLAY DESCRIPTION - This play will always be run to weakside (away from Y) with two backs in backfield. The term "CALL" means inside tackle will call blocking scheme at LOS. MONGO = Man blocking with Power Zone principles! RALPH or LESTER - Fan blocking VS a reduction (5 Look) on a 34 Front with defensive end aligned inside eye or shoulder.

CENTER - Block "O" - (Playside Gap Technique) - Same as 16-17 (Strong).

ON GUARD - LISTEN FOR THE CALL! "M" Call - Man Blocking with Power Zone Blocking Principles - Possible Gap or Slip! RALPH or LESTER - FAN - Block first man on LOS - Drive technique - Get Movement!!

ON TACKLE - MAKE THE CALL! "M" CALL - If covered by down lineman align head up on outside eye! Man blocking with Power Zone Principles. RALPH or LESTER - "Fan" VS a Reduce Look (5 Look your side) or VS a 34 Look and defensive end aligns inside half. Block Second man on LOS - Drive Technique - Get movement.

OFF GUARD - Block #1 - (Playside Gap Technique) - Same as 16-17 (Strong).

OFF TACKLE - Block #2 - (Playside Gap Technique) - Same as 16-17 (Strong).

TIGHT END -

Onside
Not applicable

Offside
6 Tech - Drive cut-off possible seal with tackle
9 Tech - Wall, Possible sift
7 Tech - Scramble - Cut-off

"F-BACK" - LISTEN FOR CALL! If "M" is called Block EMOL. Aiming point is outside number to armpit. If Ralph or Lester is called. (VS Playside Reduction) block first inside linebacker to the playside. Be alert to go inside tackle's block on Ralph or Lester.

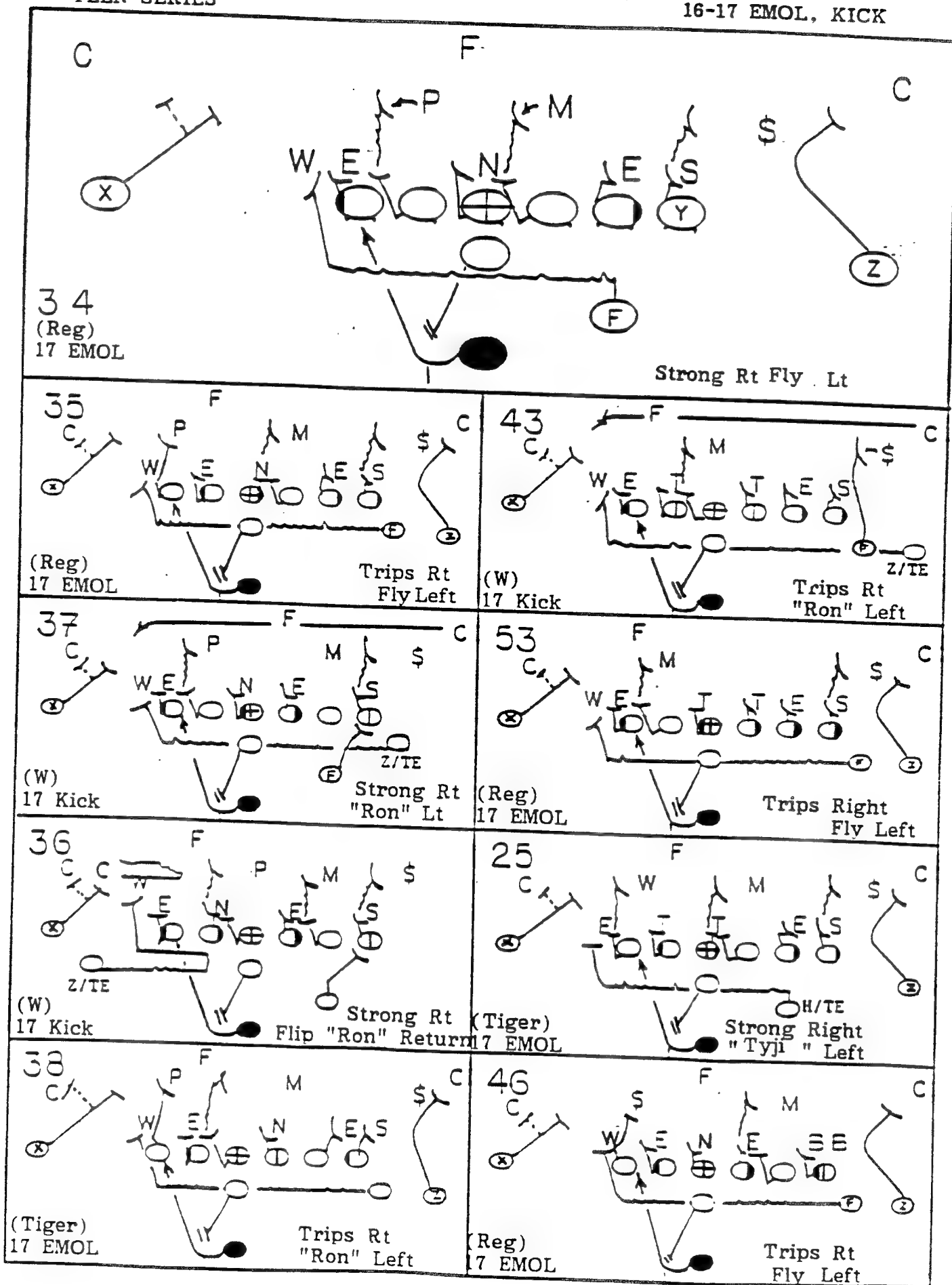
"H-BACK" - Ball carrier - Feet are 6 $\frac{1}{2}$ deep - use drop open, cross-over, then plant step to get width - Roll into hand off getting shoulder almost square. Aiming point is tackle's butt. Get into lineman's heels before you make a cut. Run to daylight.

QUARTERBACK - Open step 45° to the side of the hole called. Get the ball as deep as possible to the ball carrier - Look the ball into his pocket - ball carrier's aiming point is tackle's butt - drop 5 quick steps to set pass.

"Z" - Block Cutoff.

"X" - Block Force.

16-17 EMOL, KICK



PLAY DESCRIPTION - This play will always be run away from formation strength with the back or "Z" in motion to block end man on LOS. EMOL - Back or Backs sub on end man on LOS. KICK - Z or Z's sub on end man on LOS!

CENTER - Block "O" - (Playside Gap Technique) - Zone step with near foot. Drive on playside number to armpit. Same as 16-17 (Strong).

ON GUARD - Block #1 - (Drive technique - Block a point between his sternum and outside number). Same as 16-17 (Strong).

ON TACKLE - Block #2 - (Drive Technique- Block a point between his sternum and outside number -- Create stretch!) Same as 16-17 (Strong).

OFF GUARD - Block #1 - (Playside Gap Technique) - Same as 16-17 (Strong).

OFF TACKLE - Block #2 - (Playside Gap Technique) - Same as 16-17 (Strong).

TIGHT END -

Onside
Not applicable

Offside
6 Tech - Drive Cutoff Poss.
Seal with Tackle
9 Tech - Wall Poss. Shift
7 Tech - Scramble Cut-Off

"F-BACK" - On EMOL - Block the end man on the LOS playside. Aiming point is outside number to armpit. Will always use motion. On KICK - Will have backside cutoff block on EMOL or downfield depending on alignment of S.

"H-BACK" - Ball carrier - Same as 16-17 Call.

QUARTERBACK - Open step to 45° to the side of the hole called - Get the ball to the ball carrier as deep as possible - Look the ball into his pocket - Ball carrier's aiming point is tackle's butt - Drop 5 quick steps and set to pass.

"Z" - Block Cutoff.

"X" - Block Force.

<p>C</p> <p>34 (Reg) 18 Boss Extra</p> <p>Pop Eye Pirate SAILOR NAVY</p> <p>Pro Right</p> <p>8 OR 9 HOLE PLAY COMING TO you BLOCK 1ST Right SUPPORT</p>	<p>F</p> <p>43</p> <p>(U) 19 Zeus Ex.</p> <p>Trips Rt Outside Tite Z Left</p>
<p>35</p> <p>35 (Reg) 18 Boss</p> <p>Strong Rt</p>	<p>43</p> <p>43</p> <p>(U) 19 Zeus Ex.</p> <p>Trips Rt Outside Tite Z Left</p>
<p>37</p> <p>37 (Reg) 18 Zeus Ex.</p> <p>Pro Right Flip Z Right</p>	<p>53</p> <p>53 (Tiger) 18 Boss Ex.</p> <p>Double Right " " Right</p>
<p>36</p> <p>36 (Reg) 18 Boss Ex.</p> <p>Trips Right</p>	<p>25</p> <p>25 (Reg) 18 Zeus Ex.</p> <p>Double Right Flip Z Right</p>
<p>38</p> <p>38 (Reg) 18 Match</p> <p>Triple Rt Box</p>	<p>46</p> <p>46 (Reg) 18 Boss Ex.</p> <p>Trips Rt Flip</p>

PLAY DESCRIPTION - This play is designed to Stretch the defense to the outside while option running of the TE's block. Our offensive will use Full Zone Blocking Principles to create movement up front. Strong Side Blocking Scheme will be BOSS; ZEUS; BOSS and ZEUS EXTRA, MIKE, MIKE EXTRA.

CENTER - Block "O" - (Playside Gap Technique) - Zone step with near foot - drive on playside number to armpit. If covered by line-backer or uncovered "GAP" with onside guard to middle or onside linebacker.

ON GUARD - Block #1 0 (Drive Technique - Outside breast to armpit). If #1 is a linebacker - Get "Push" on END! If covered by a down lineman - "GAP" with center to inside linebacker.

ON TACKLE - Block #2 - (Drive technique - Outside breast to armpit). If #2 is a linebacker - Zone step and run a half moon course through defender aligned on TE to onside linebacker - Get "Push" on defender aligned on TE. Alert for Scoop! If covered by a down lineman - Possible "Full Slip".

OFF GUARD - Block #1 - (Playside gap technique) - When covered by a linebacker - Zone step - Work to "Cut" Nose/Tackle! Make "B" call if covered by a down lineman and tackle is covered by a linebacker. Alert for B-1 or A-B-1 VS a triple look!

OFF TACKLE - Block #2 - (Playside gap technique) - When covered by a linebacker - get "Push" on defender aligned on guard. Alert for B-1 call - Cut off defender aligned on guard - may use "Cut" technique!

TIGHT END - Block #3

Onside

9 tech zone step outside foot target outside number.

6 tech zone step outside foot on little finger target chin

*ALERT - 'Scoop' your call when tackle is uncovered and defender is in 6 or 7 tech. If tackle calls man scoop is off.

Offside

6 tech drive cut-off poss. seal

9 wall, poss. sift.

7 tech scramble cut-off

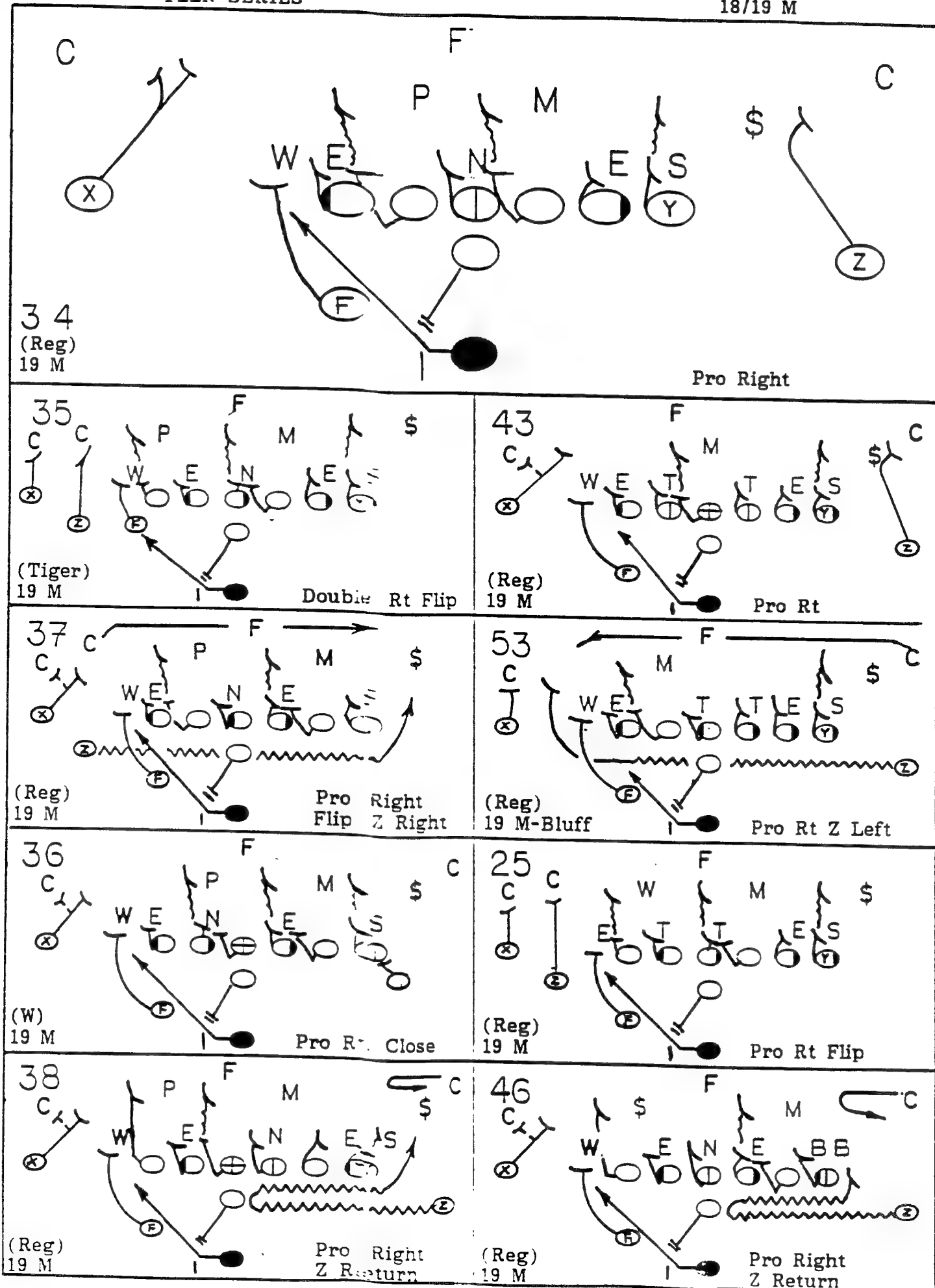
"F-BACK" - Must be in tandem area on BOSS EXTRA. Help TE on SAM if necessary. Then block force. On BOSS, block force. Be alert for force coming inside TE's block. Aiming point on defender is outside number to armpit. On ZEUS, execute backside cut-off block.

"H-BACK" - Ball carrier - Feet are 6½ yds deep. Use short control step. Aiming point is at TE's butt. Don't make cut until into lineman's heels. Never cut back, cut up.

QUARTERBACK - Open step slightly less than 45° to side of hole called - Get ball to ball carrier as deep as possible - look ball into his pocket - ball carrier's aiming point is TE's butt - drop 5 quick steps and set to pass.

"Z" - BOSS - Block deep third; ZEUS/MIKE - Block force; MATCH - Block secondary man on him; ZEUS EXTRA/MIKE EXTRA - Help TE then block force.

"X" - Block Cut off.



PLAY DESCRIPTION - This play will ~~always~~ be run to weak side (away from Y) primarily with two backs in backfield. The term "M" means Man Blocking with full zone blocking principles.

CENTER - Block "O" (Playside gap technique) -- Same as 18-19 (Strong).

ON GUARD - Block #1 - (Drive technique -- Outside breast to armpit). Same as 18-19 (Strong).

ON TACKLE - Block #2 - (Drive technique -- outside breast to armpit). Same as 18-19 (Strong).

OFF GUARD - Block #1 - (Playside gap technique) - Same as 18-19 (Strong).

OFF TACKLE - Block #2 - (Playside gap technique) - Same as 18-19 (Strong).

TIGHT END

Onside
Not applicable

Offside
6 tech drive cutoff - poss. seal
9 tech wall poss. sift.
7 tech scramble cutoff.

"F-BACK" - Block EMOL playside. Aiming point is outside number to armpit. Stretch it.

"H-BACK" - Ball carrier - Feet are 6 1/2 yards deep. Use short control step. Aiming point is at the GHOST TE's Butt. Dont' make cut until into the linemen's heels. Never cut back, cut up.

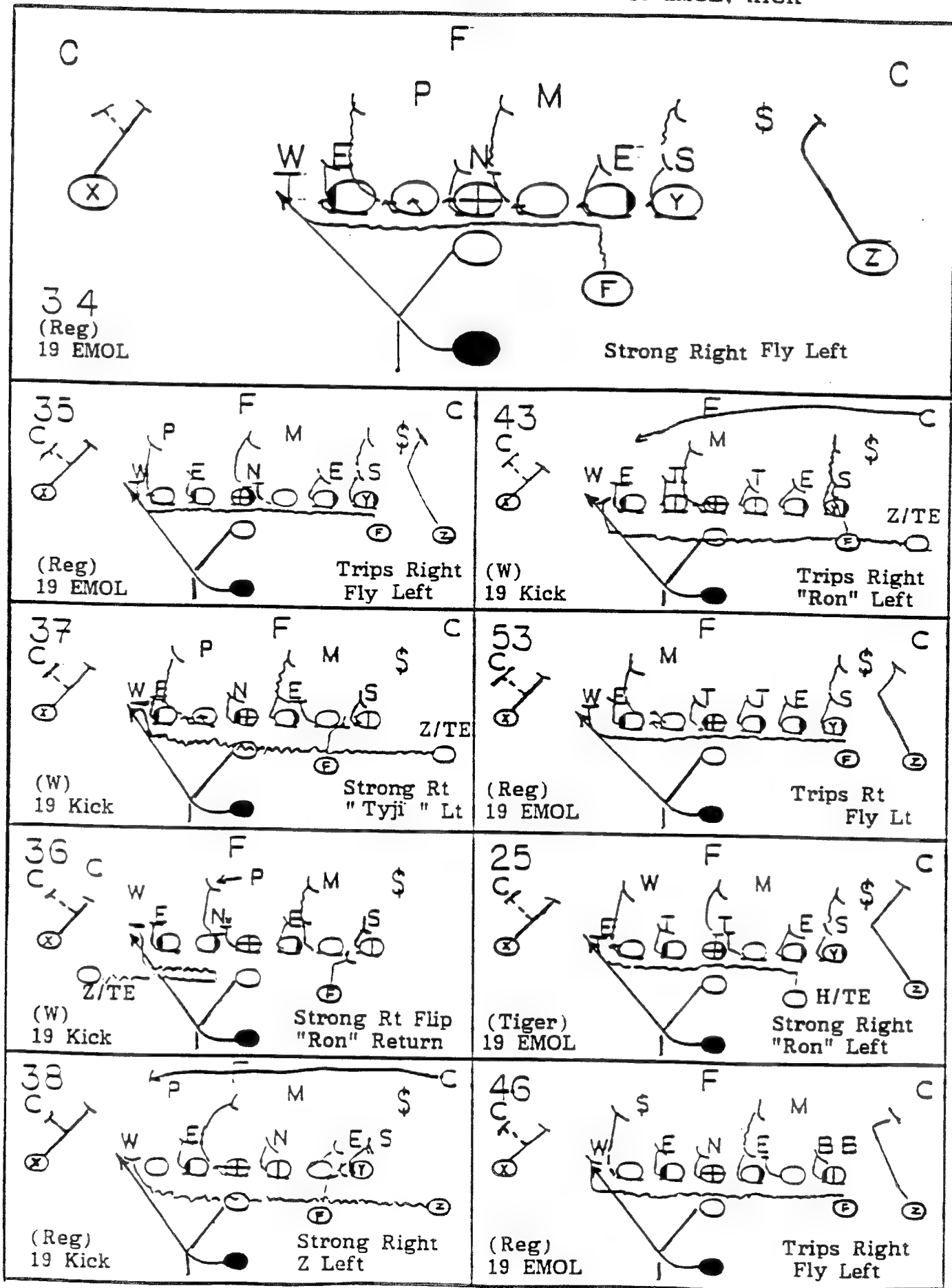
QUARTERBACKS - Open step slightly less than 45° to the side of the hole called. Get the ball to the ball carrier as deep as possible. Look the ball into his pocket. Ball carrier's aiming point is Ghost TE's butt. Drop 5 quick steps and set to pass.

"Z" - Block Cut off.

"X" - Block Force.

TEEN SERIES

18-19 EMOL, KICK



PLAY DESCRIPTION - This play will always be run away from formation strength with the Back or "Z" in motion to block end man on LOS. EMOL -- Back or Backs sub on End man on LOS. KICK -- Z or Z's sub on end man on LOS!

CENTER - Block "O" - (playside gap technique) - Zone step with near foot. Drive on playside number to armpit. Same as 18-19 (Strong)!

ON GUARD - Block #1 - (Drive technique - Outside breast to armpit) - Same as 18-19 (Strong).

ON TACKLE - Block #2 -- (Drive technique - Outside breast to armpit). Same as 18-19 (Strong). Possible "Rub" technique VS Strong reduction with motion man.

OFF GUARD - Block #1 - (playside gap technique) - Same as 18-19 (Strong).

OFF TACKLE - Block #2 - (playside gap technique) - Same as 18-19 (Strong).

TIGHT END -

Onside

Not applicable

Offside

6 tech Drive cutoff, poss. seal

9 tech wall, poss. sift

7 tech drive scramble

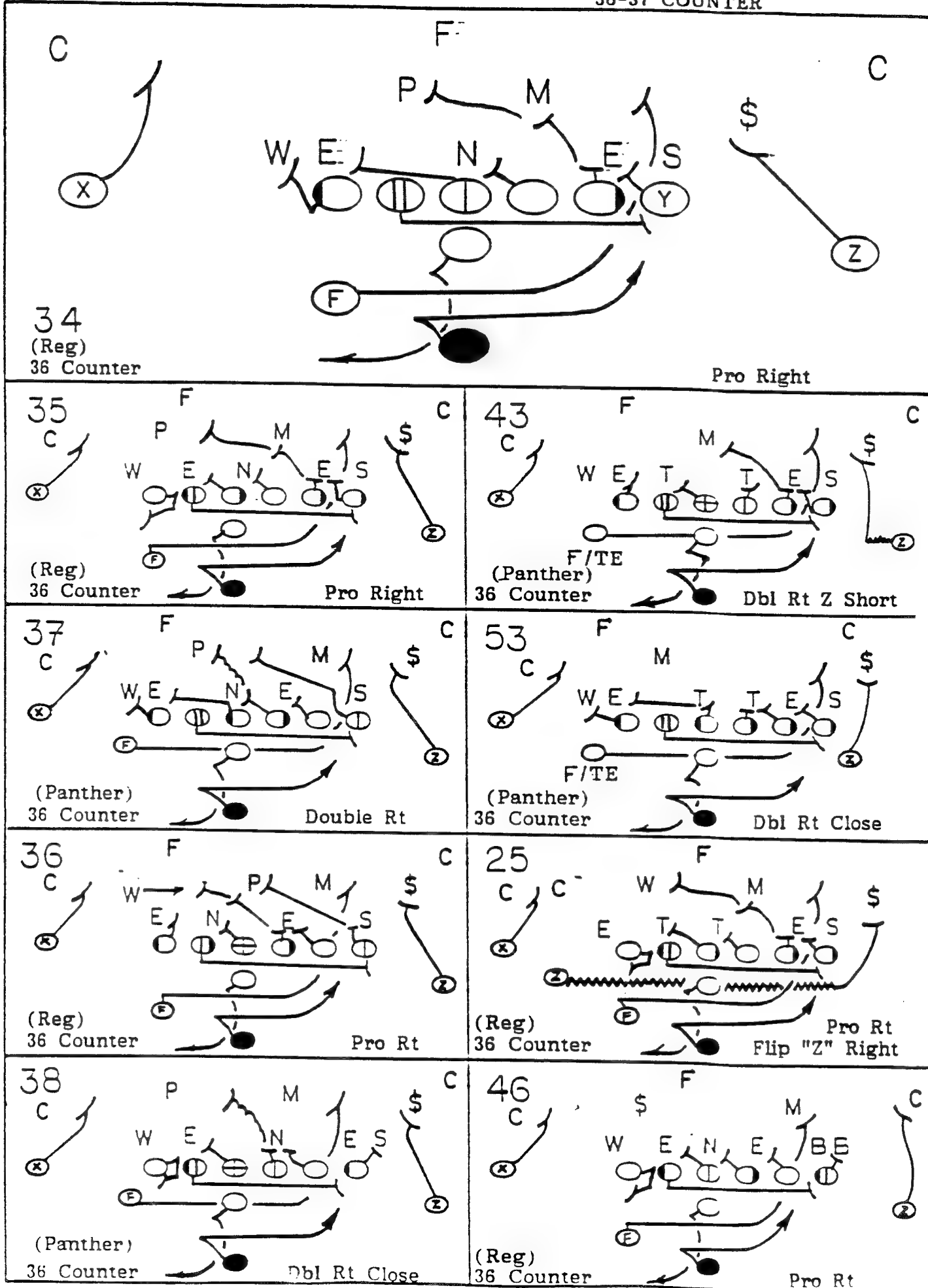
"F-BACK" - On EMOL - Block the end man on line of scrimmage playside. Aiming point is outside number to armpit. Will always use motion. On Kick -- Will have backside cutoff block on EMOL or downfield cutoff depending on alignment of S.

"H-BACK" - Ball carrier -- Same as 18-19 M.

QUARTERBACK - Open step slightly less than 45° to the side of the hole called -- Get the ball to the ball carrier as deep as possible. Look the ball into his pocket - Ball carrier's aiming point is Ghost TE's butt. Drop 5 quick steps and set to pass.

"Z" - Z or Z's replacement on Kick - Block Cutoff.

"X" - Block Force.



PLAY DESCRIPTION - This will be our Base Counter play. We will pull H or H's sub. The off tackle will stay in and block. This play will only be run to the strong side.

CENTER - Block backside gap. Same as 36-37 Counter.

ON GUARD - Block First inside on or off LOS! Same as 36-37 Counter.

ON TACKLE - Block First inside on or off LOS! Same as 36-37 Counter.

OFF GUARD - Pull flat towards the point of attack and TRAP the outside linebacker or end man on LOS!

OFF TACKLE - Block EMOL (End man on LOS). Covered by a down lineman - Take short step with inside foot (Balance step) -- Lead back on 2nd step and block near number of EMOL!
NOTE: VS a 4-3 Look -- Use Hinge Technique. Handle the End and the Win!

TIGHT END - Block 1st inside on or off LOS.

ALERT: 5 tech - Know if he is a read guy or penetrator by alignment. This will change your aiming point.
4 tech - Step at hip. Punch and pass 4 tech to the tackle. Work to second level. Block the BSLB.
4I tech - Combo off your onside tackle hip - Work to second level. Throttle down get base. ALERT "TREY" to BSLB. QUAD to BSLB. Possible release. Turn VS 46 Def.

"F-BACK" - Pull - Get into hip of off-guard -- Turn up inside his block and block the first linebacker in the hole.

"H-BACK" - Ball carrier - Same as 36-37 Counter strong.

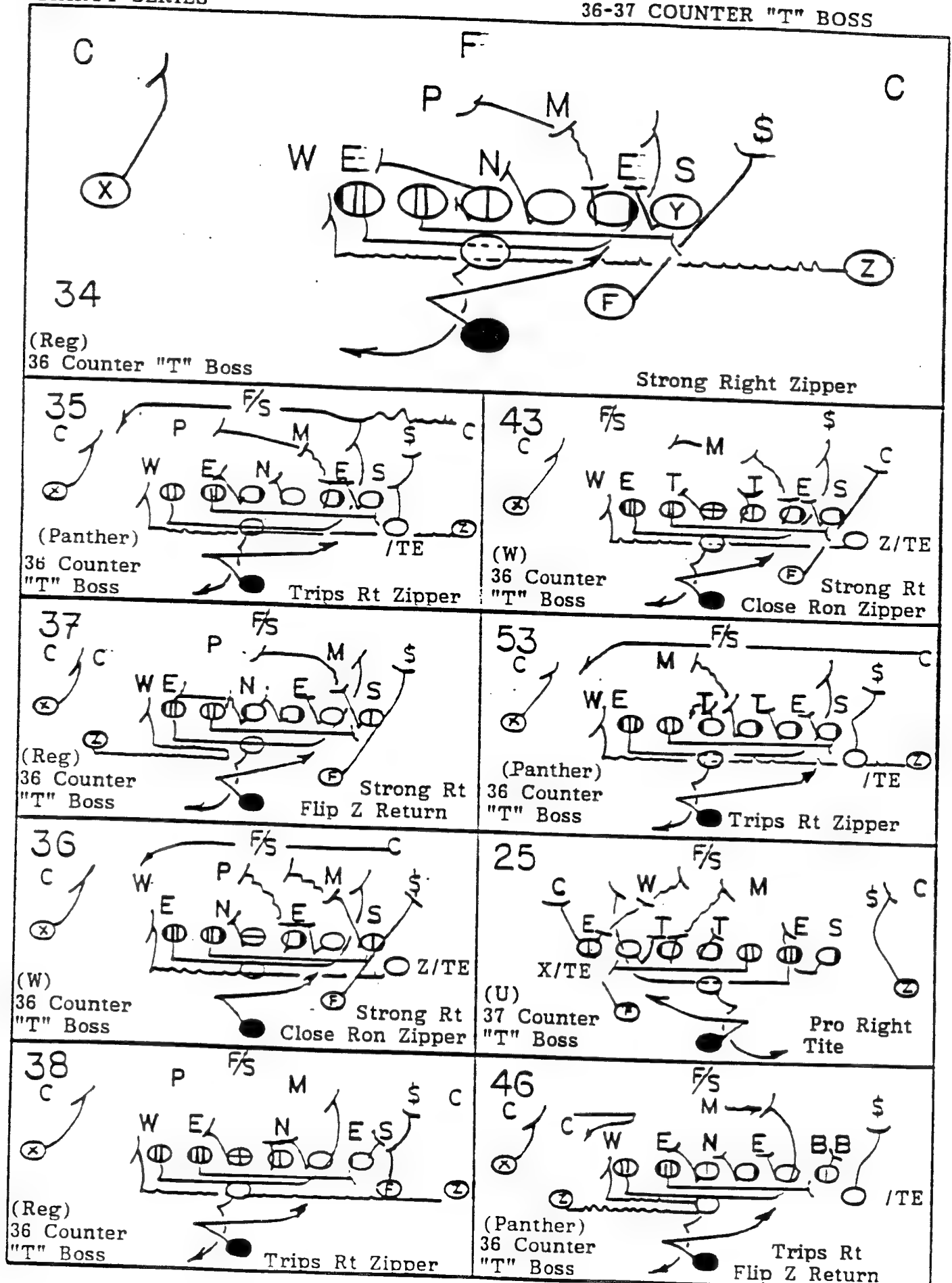
QUARTERBACK - Open 45° with same action as 17 Call (16 Call) -- Ball carrier will counter opposite initial action -- Look ball into pocket -- Bootleg opposite ball carrier.

"Z" - Block Force.

"X" - Block Deep 1/3.

THIRTY SERIES

36-37 COUNTER "T" BOSS



PLAY DESCRIPTION - This play is designed to misdirect the defense through blocking scheme and backfield action. The counter action by our back will misdirect the defense enough to give our offensive front excellent blocking angles at the point of attack. Strong side blocking scheme will be BOSS!

CENTER - Block backside gap - "Cut" the first defender backside. Take short lead step with backside foot - explode! Make odd-off call if covered by a down lineman and offside guard is covered by a down lineman.

ON GUARD - Block first inside on or off LOS. Covered by a linebacker, block inside on nose tackle -- step for hip and block near number. Odd-Off call - Must stop penetration by nose tackle. Covered by a down lineman - take tight release (zone step inside). Block middle to backside linebacker. May use counter wheel Tech.

ON TACKLE - Block first inside on or off LOS! Covered by a down lineman - Take tight release (zone step inside) - Block onside to backside linebacker. Throttle down and get a base. Covered by a linebacker or uncovered block inside on defender. Aligned on the guard - If he works across guard's face - Look for defender looping back or work to 2nd level for linebacker.

OFF GUARD - Pull flat towards the point of attack and TRAP the outside linebacker or end man on LOS!

OFF TACKLE - Pull -- Get on the hip of the backside guard - Read his block trap - turn up inside this block and look for linebacker in the hole - Always look back where you came from.

TIGHT END - Block 1st inside on or off LOS.

ALERT: 5 tech - Know if he is a read guy or penetrator by alignment. This will change your aiming point.
 4 tech - Step at hip. Punch and pass 4 tech to the tackle. Work to second level. Block the BSLB.
 4I tech - Combo off your onside tackle hip - Work to second level. Throttle down get base. ALERT "TREY" to BSLB. QUAD to BSLB. Possible release. Turn VS 46 Def.

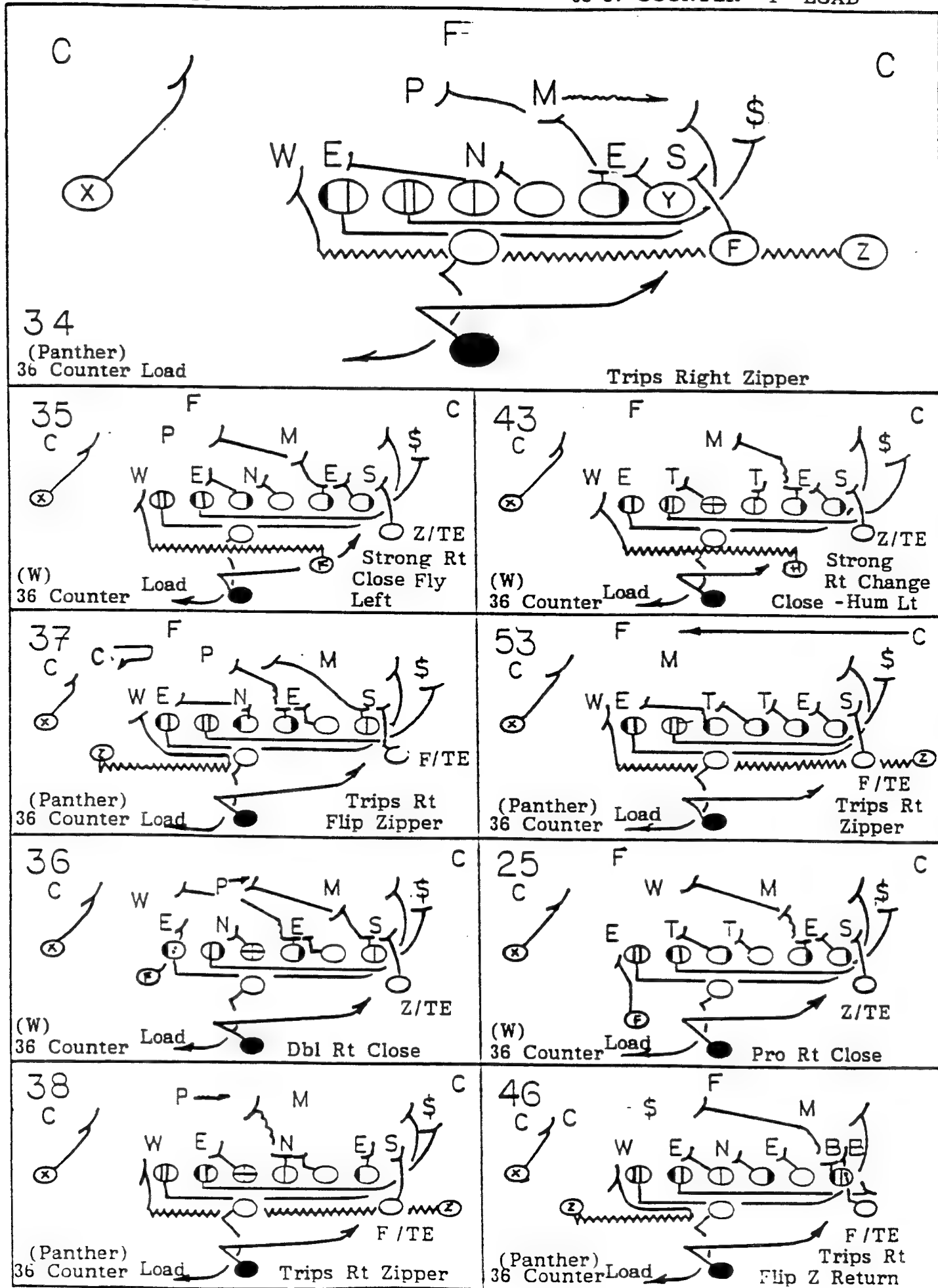
"F-BACK" - On Boss, block strongside force. On Zeus, block 1st defender off pulling tackle's butt. Weakside.

"H-BACK" - Ball carrier - Take counter step away from hole to receive hand off. Attack the hole thinking inside. Read the trap block of the off-guard.

QUARTERBACK - Open 45% with the same action as 17 call (16 call) - Ball carrier will counter opposite initial action - Look ball into pocket. Bootleg opposite ball carrier.

"Z" - Block Force if Zeus/Mike; block Zip or Zipper if Boss.

"X" - Block Cut off.



PLAY DESCRIPTION - "LOAD" is a strong side blocking scheme where H/H's Sub or Z's Sub will block "SAM" and our off-guard will pull and kick out on support.

CENTER - Block backside gap. Same as 36-37 Counter "T".

ON GUARD - Block First inside on or off LOS! Same as 36-37 Counter "T".

ON TACKLE - Block First inside on or off LOS! Same as 36-37 Counter "T".

OFF GUARD - Pull flat towards that P.O.A. and trap the first defender outside of H or Z's alignment! Note -- H or Z will align just outside of Y in either a Trips or Close formation!

OFF TACKLE - Pull -- Get on the hip of the backside guard - read his block - Pull up through the hole just outside of "H" or Z's block!

TIGHT END - Block 1st inside on or off LOS.

ALERT: 5 tech - Know if he is a read guy or penetrator by alignment. This will change your aiming point.

4 tech - Step at hip. Punch and pass 4 tech to the tackle. Work to second level. Block the BSLB.

4I tech - Combo off your onside tackle hip - Work to second level. Throttle down get base. ALERT "TREY" to BSLB. QUAD to BSLB. Possible release. Turn VS 46 Def.

"F-BACK" - If aligned strong block down on number 3. If #3 moves to a head-up alignment, make wide or dolphin call and release and block the force. If aligned weak, block EMOL weakside.

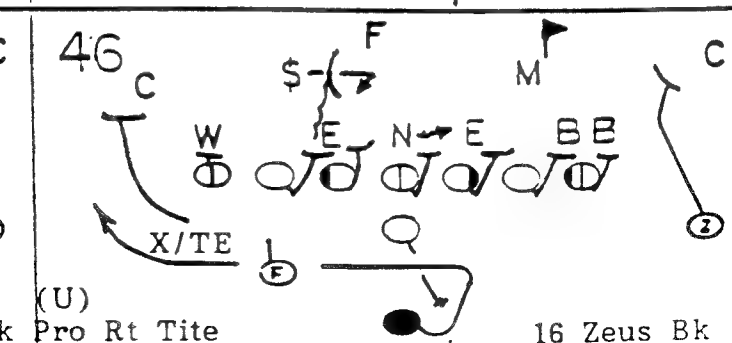
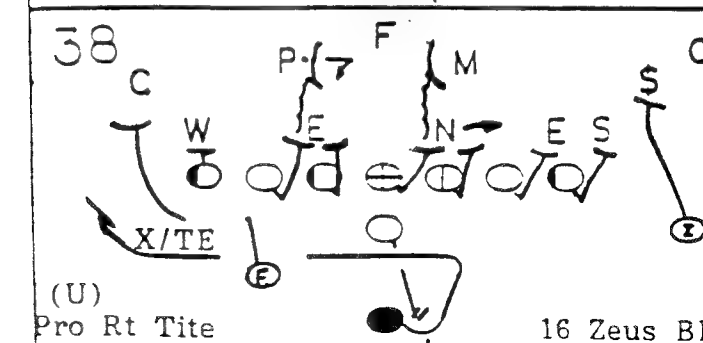
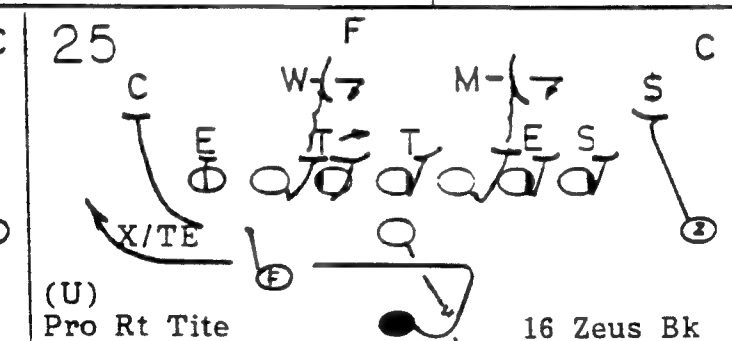
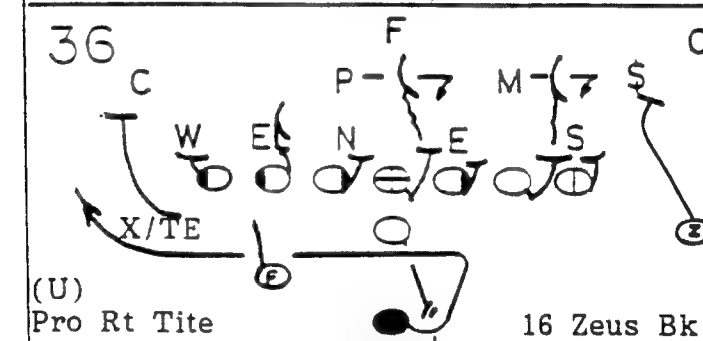
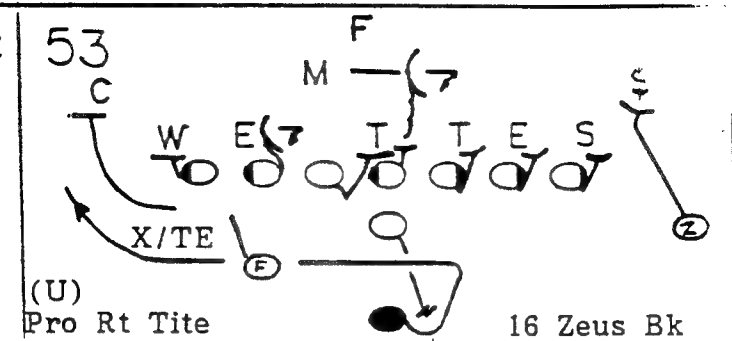
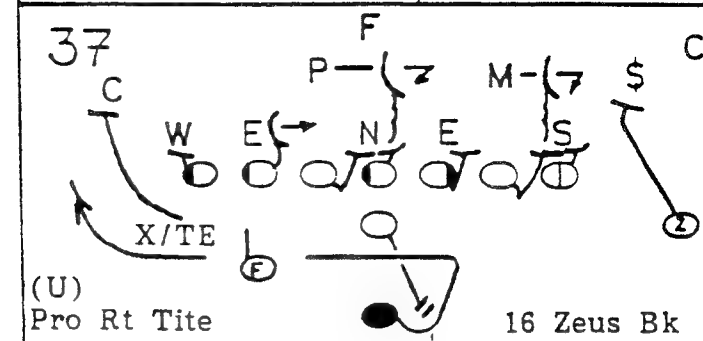
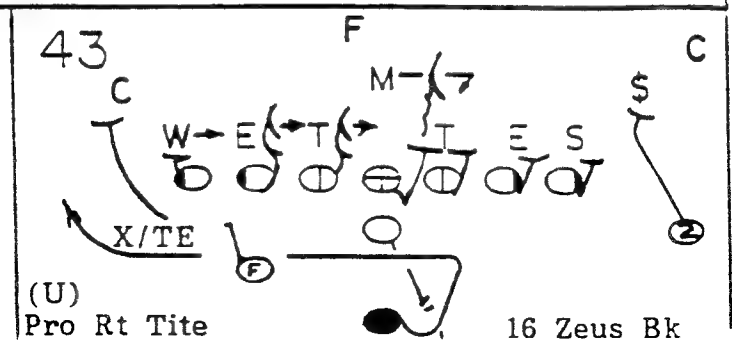
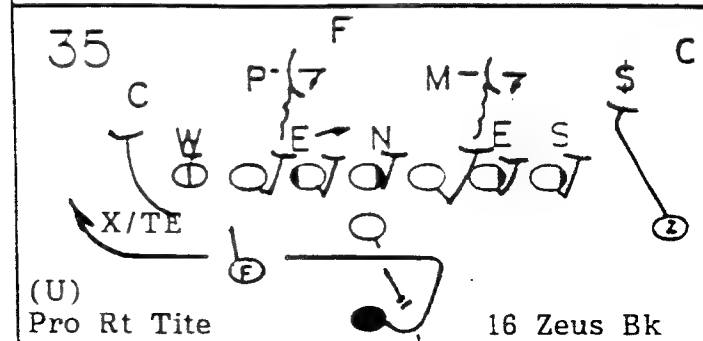
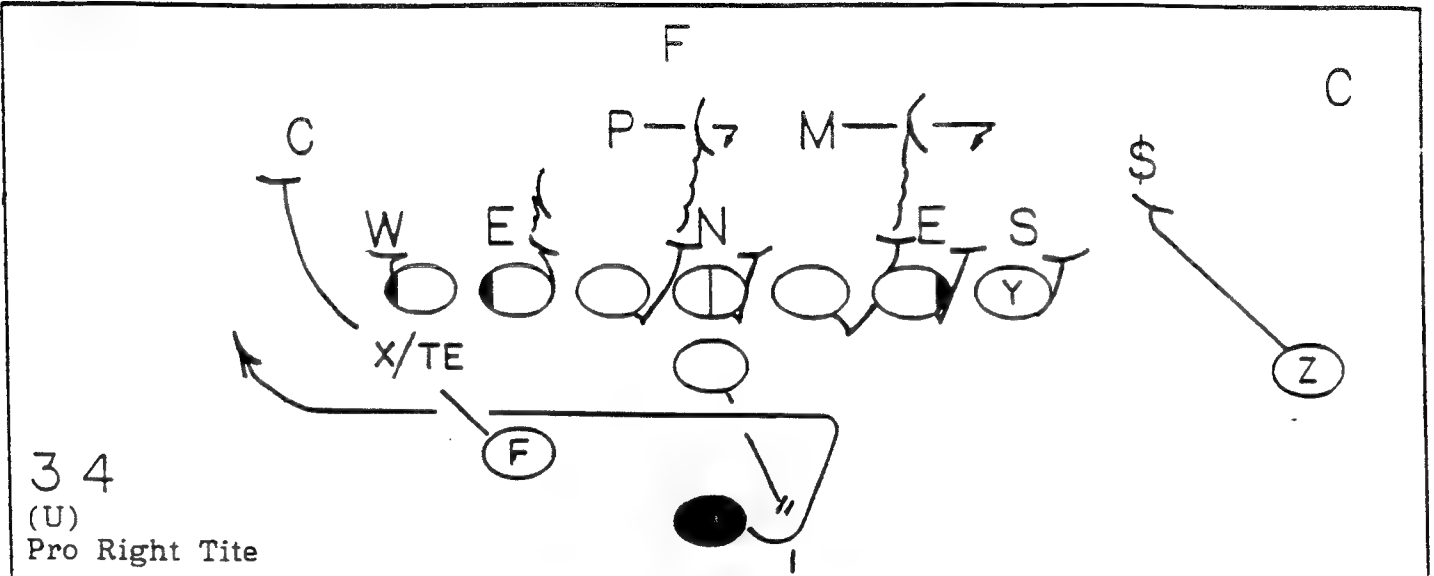
"H-BACK" - Ball carrier - Take counter step away from hole to receive handoff. Hug the load block and read the off guard's block on force.

QUARTERBACK - Open 45° with same action as 17 CALL (16 Call) - Ball carrier will counter opposite initial action -- Look ball into pocket - Bootleg opposite ball carrier.

"Z" - Block Zip area.

"X" - Block cut off.

MINI CAMP II 1993
RUNS



PLAY DESCRIPTION - A bend back by both the lead blocker and the ball carrier. This will "Burn" a fast flow team that is over reacting to our 16-17 play.

CENTER - Block "O" (Wheel Technique). If covered by a linebacker or uncovered. "GAP" with onside guard.

ON GUARD - Block #1 (Drive technique). Same as 16-17!

ON TACKLE - Block #2 (Drive technique). Same as 16-17!

OFF GUARD - Block #1 (Wheel technique) Start by executing a playside gap technique and wheel on defender.

OFF TACKLE - Block #2 (Wheel technique). Start by executing a playside gap technique and wheel on defender.

TIGHT END - Block 16/17 Then work for inside position.

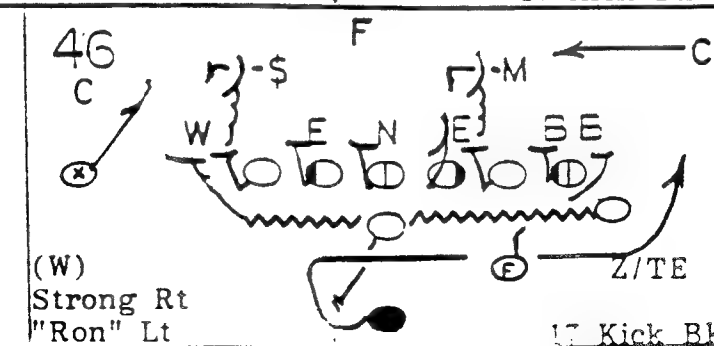
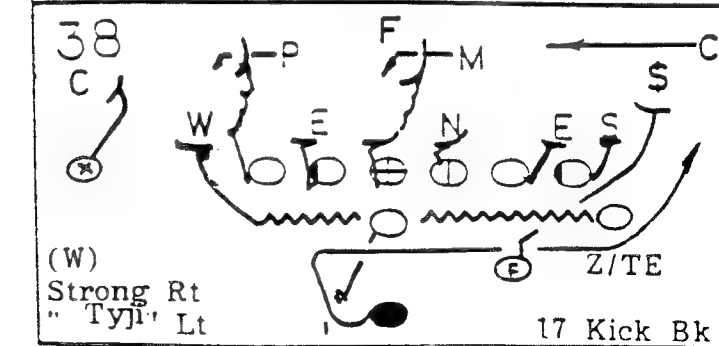
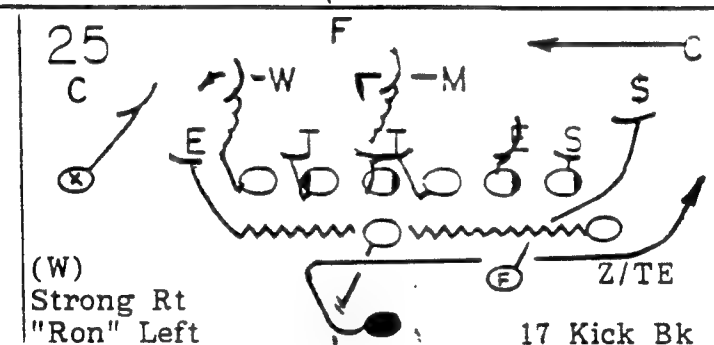
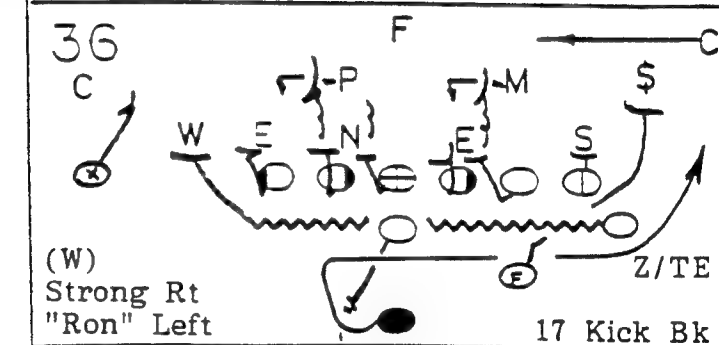
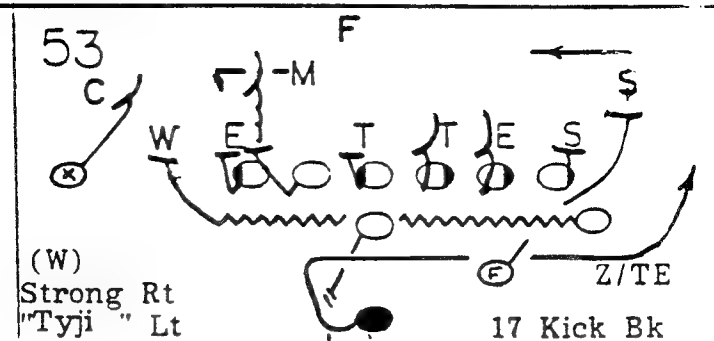
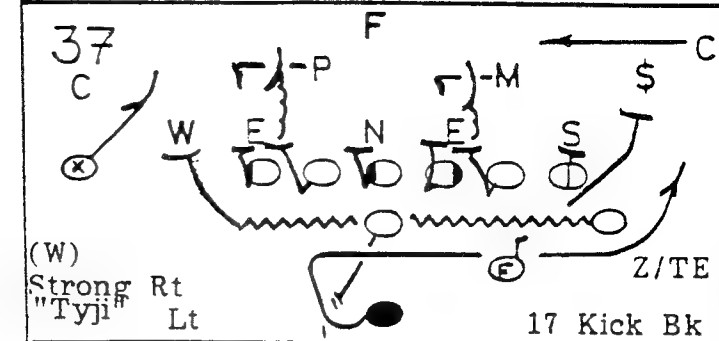
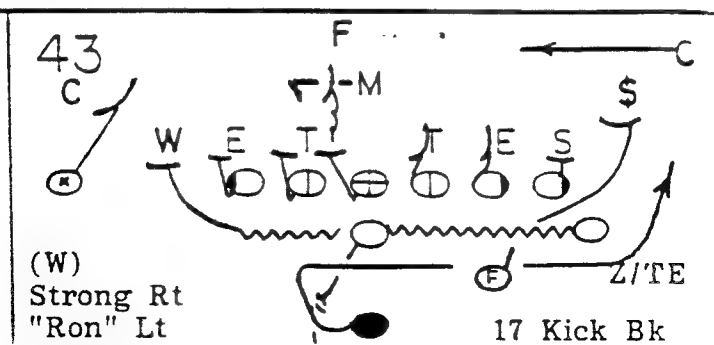
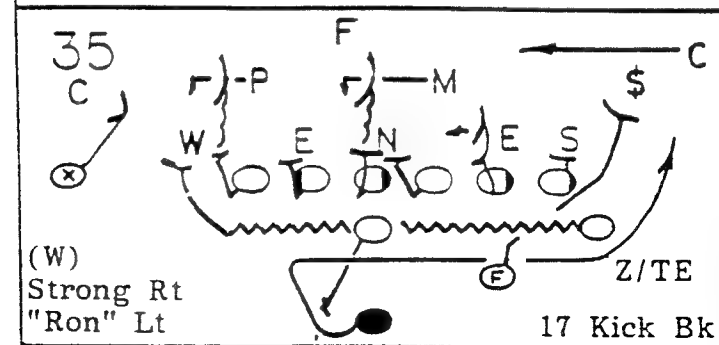
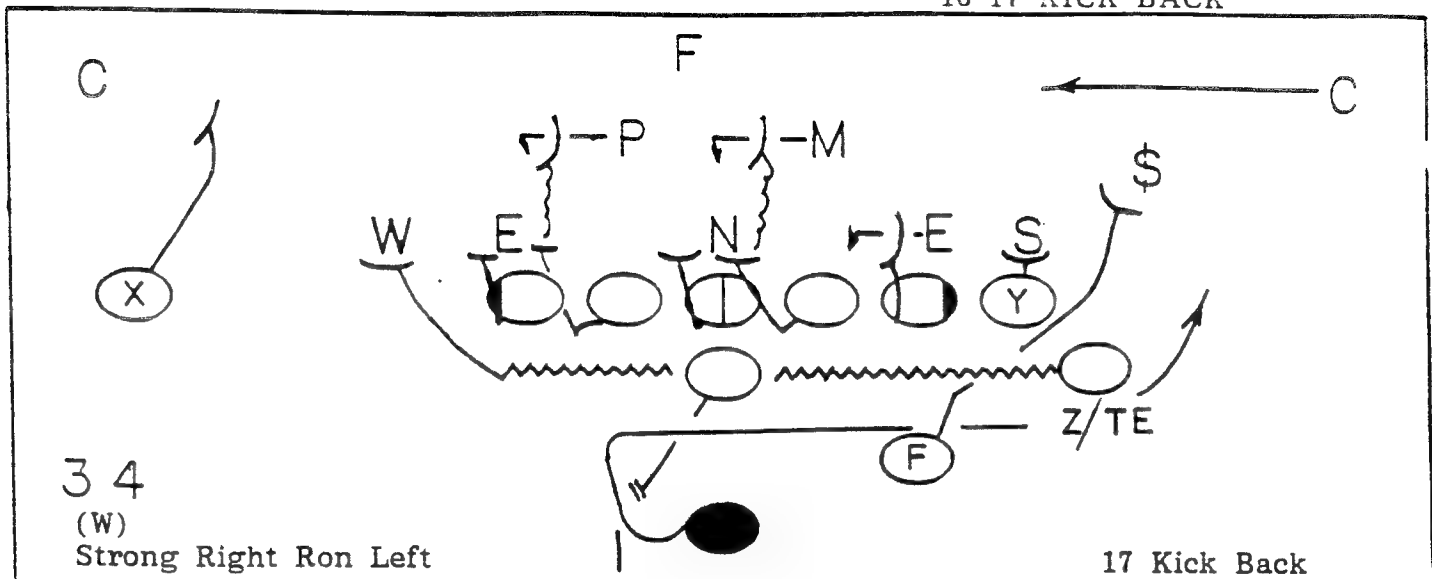
"H-BACK" - Lead blocker - Take one step as if going to execute seal block. Then read X/TE's position to block force.
May have to go inside tight end's block.

"F-BACK" - Ball carrier - Take 16 or 17 steps to receive hand-off. Then cut back. Don't be in a hurry. Allow defense to flow. Follow HB. Fun to daylight. HB may go inside the tight end to block his responsibility.

QUARTERBACK - Deeper angle than 16/17 to allow RB vision to bend back to opposite side. Set to pass.

"Z" - Block cut off.

"X"/TE - Block cut off and wheel.



PLAY DESCRIPTION - A complementary play to 16-17 Kick. The ball carrier will bend back away from the hole while the off back will lead on support!

CENTER - Block "O" (Wheel technique). If covered by a linebacker or uncovered "GAP" to the "MIKE"!

ON GUARD - Block #1 (Drive technique).
Same as 16-17 Kick!

ON TACKLE - Block #2 (Drive technique).
Same as 16-17 Kick!

OFF GUARD - Block #1 (Wheel technique). Start by executing a playside gap technique and wheel on defender.

OFF TACKLE - Block #2 (Wheel technique). Start by executing a playside gap technique and wheel on defender.

TIGHT END - Block 16/17 Kick rules backside.
Seal and Wheel.

"F-BACK" - Lead blocker - Take one step as if going to execute seal block. Then read Y's position to block force. May have to go inside Y's block.

"H-BACK" - Ball carrier - Take 16 or 17 steps to receive handoff. Then cutback, don't be in a hurry - Allow defense to flow. Read the tight end's block on Sam. Run to daylight. Be ready for inside cut.

QUARTERBACK - Deeper angle than 16/17 kick to allow RB vision to bend back to opposite side.
Set to pass.

"Z"/TE - Motion block kick rules. Then work for inside position.

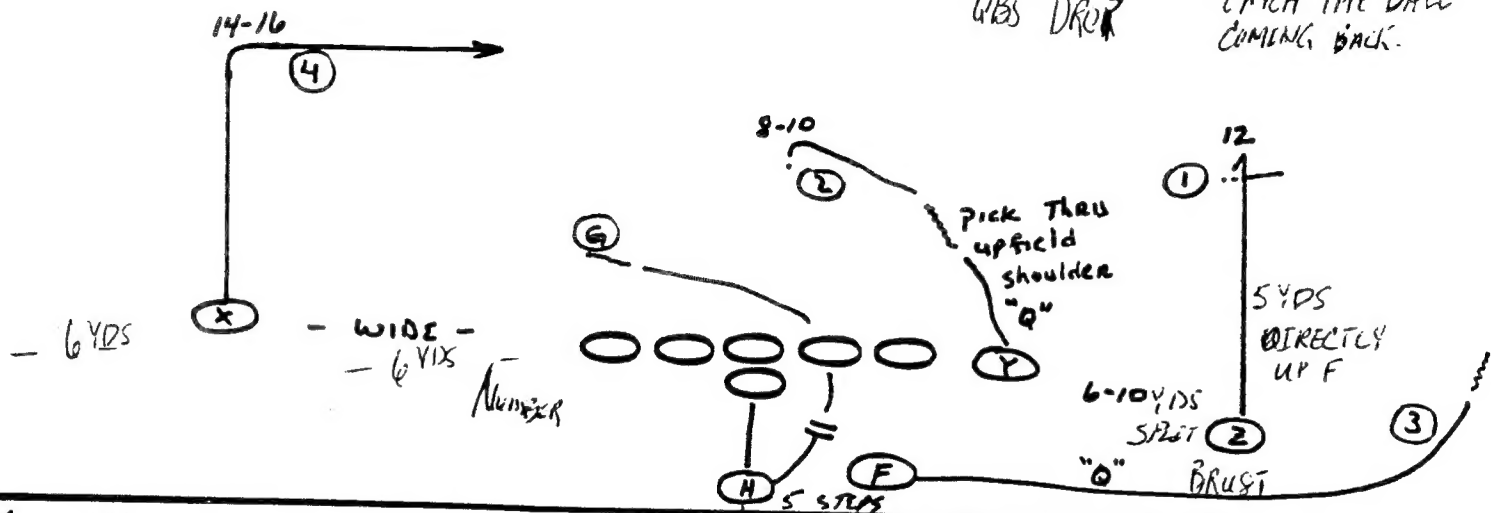
"X" - Block deep thirds.

MINI CAMP II 1993
PASSES

①

ZIN 12 Yd P
CATCH THE BALL
COMING BACK.

QBS DRUG

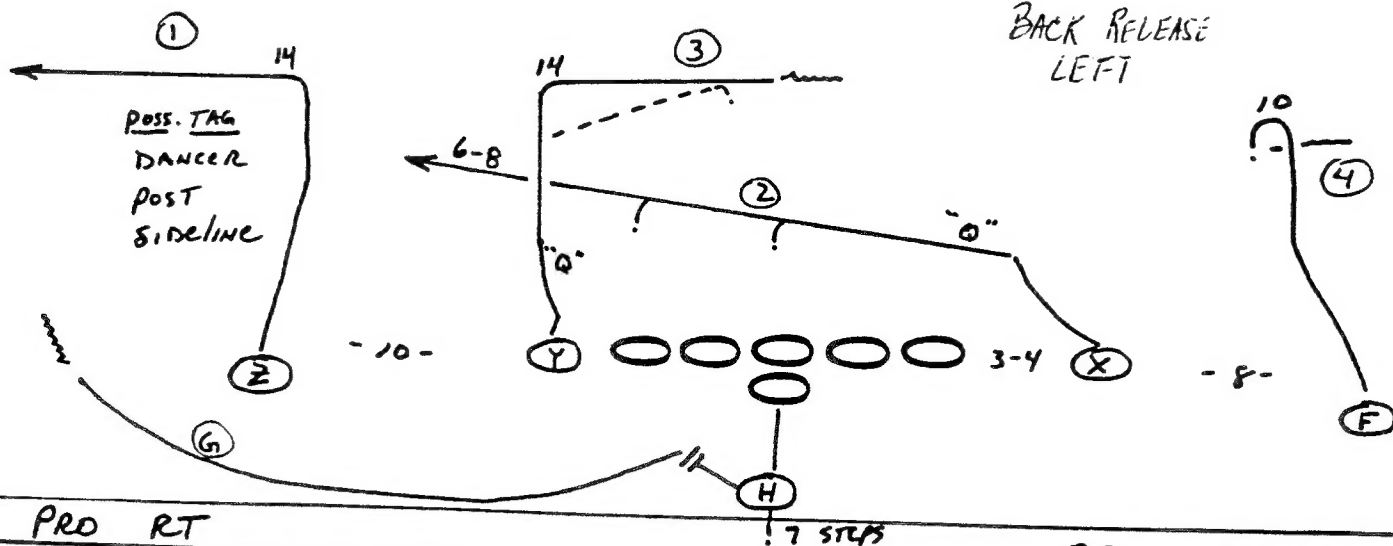


14 YD PUPPY 22 YD OUT DOGGY

63 EXIT

A

BACK RELEASE
LEFT



PRO RT

284 STROKE

BRIDGE
BOARDS

STEP DROV

VS
Bump
&
Run

5 YARDS

- 10 -

FB: CHEAT
up & out

Pick-A-Side

VS Cov. 2

5 YARDS

WIDEN
SPLIT VS
CLOUD

CLOUD
CORNER
MOVES
UP
WIPEN STR

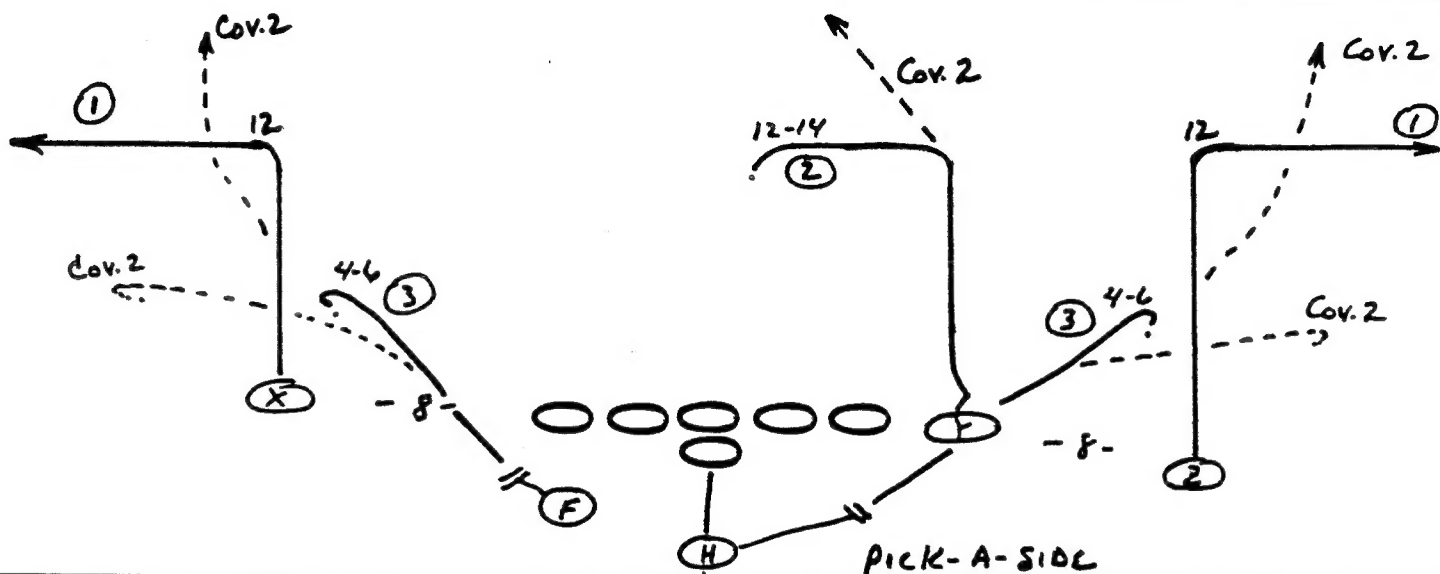
BACKS & TE
BE AGGRESSIVE

PRO RT

MINI-Camp II '93'

SHT 84 OKIE

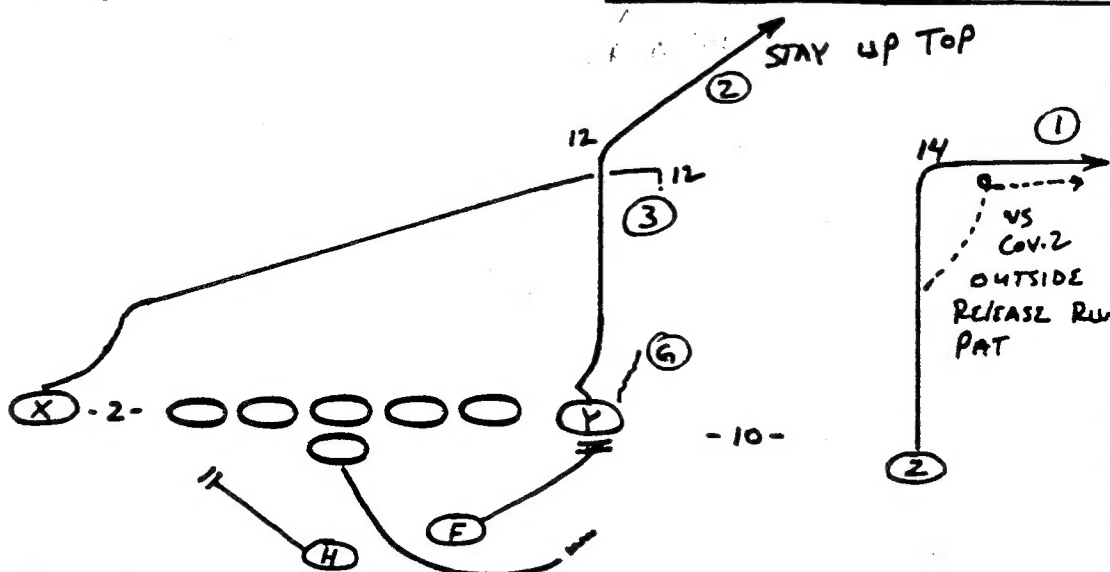
2



STRONG RT

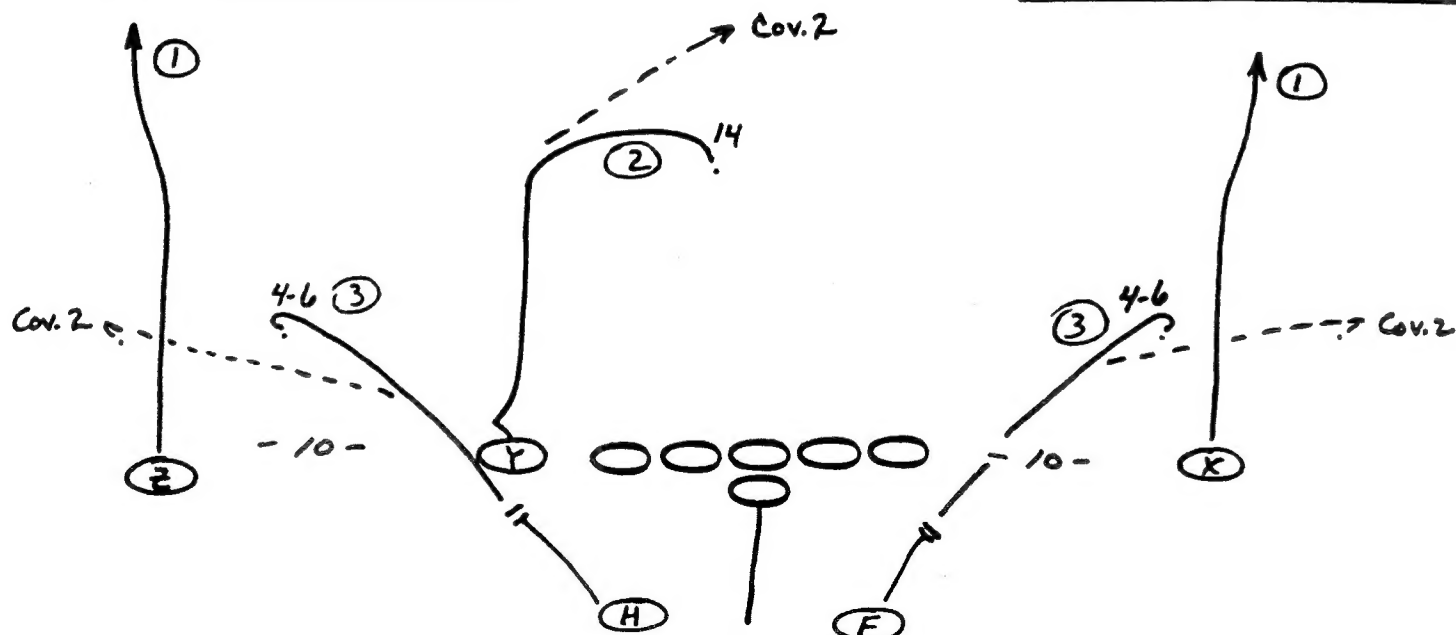
SPRINT RT Z OUT

STAY UP TOP



SPLIT LT

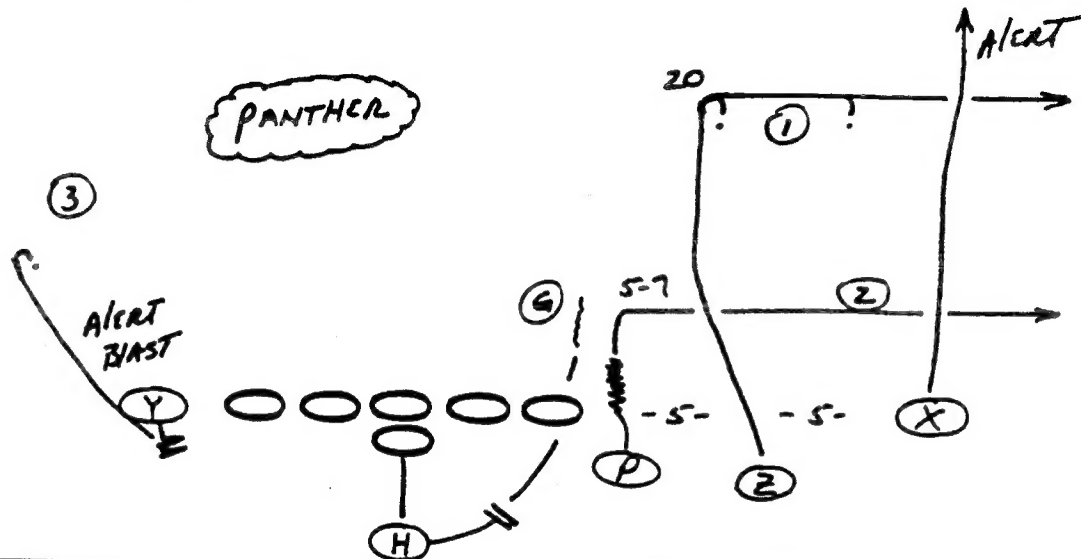
SHORT 85 DANCER



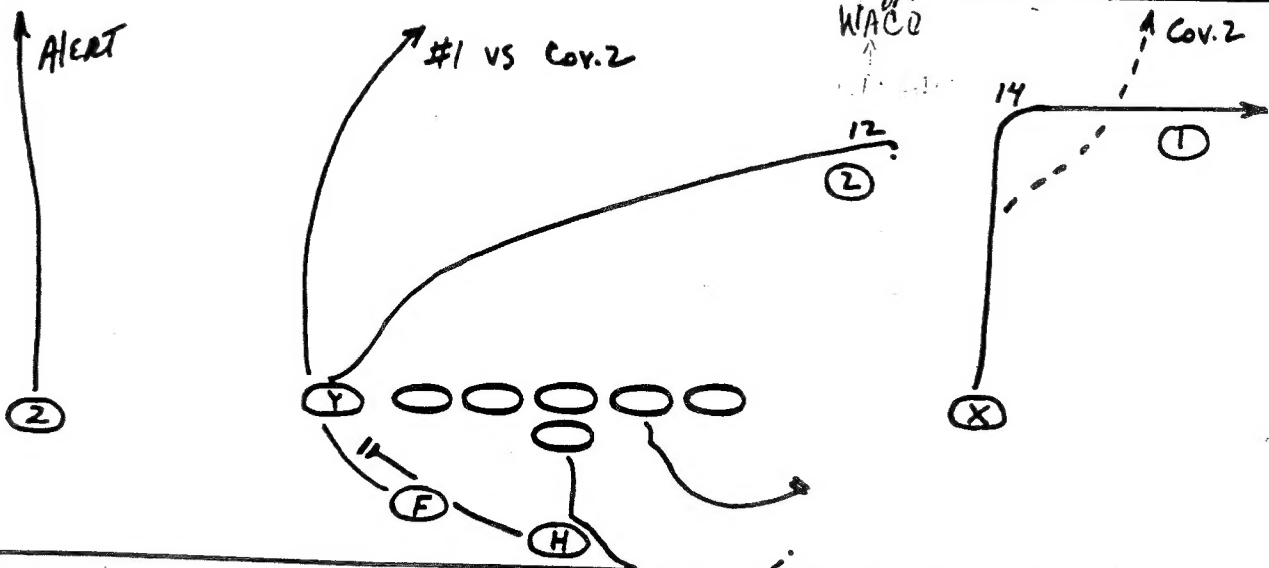
Double LT Flip

MINI-Camp II '93'

79 'Z' Circle B/1/5ff ⁽³⁾

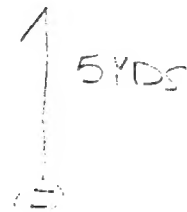


STRONG LT



WAGGIE RT 'X' OUT
WACO





DE VS

PLI

8E

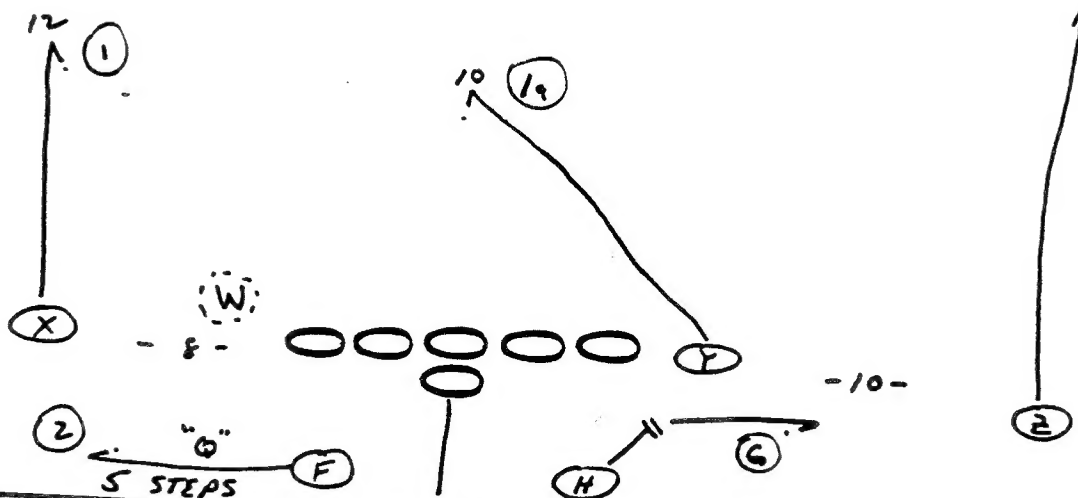
T

PLIT RT

SHORT Sally

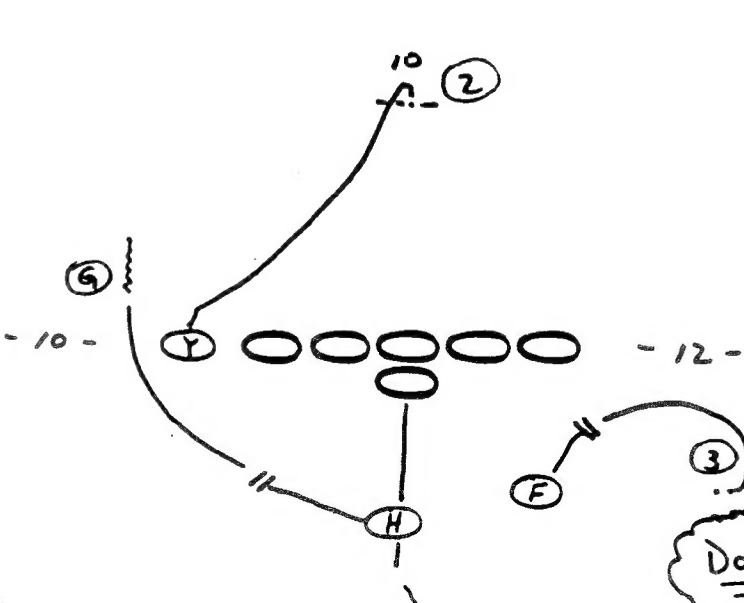
A GOOD
VS Cov. 2

INSIDE
RELEASE VS
Cov. 2



PRO LT

85 ROY



* OUTSIDE
RELEASE VS
Cov. 2

DON'T RUSH THE SCREEN CREE